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CHILD	14	EMPRESS	14	PAINTER	40
COUNSELOR	40	FOX SPIRIT	22	POET	14
COWHERDER	40	GENERAL	40	PRINCESS	18
DEMON	22	GEOMANCER	18	SOLDIER	22
HERBALIST	22	GARDENER	18	SWORD DANCER	14
HERMIT	14	LADY	14	TAO PRIEST	18
LITERATE	18	MEDIUM	22	VANQUISHER OF GHOSTS	40
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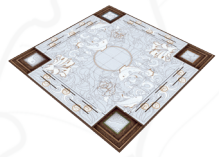
The Tang dynasty (618–907) is considered
the first golden age of the classic Chinese garden.
Emperor Xuanzong built a magnificent imperial garden,
the Garden of the Majestic Clear Lake, near Xi'an,
and lived there with his famous concubine, Yang Guifei.

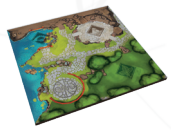
Players take the role of engineers who have been summoned
to build a garden while balancing elements of water, rock, and greenery.
They need to decorate the garden with pavilions, bridges, different types
of vegetation, and animals such as birds and goldfish.
During the construction, characters will visit the garden
to inspect how the natural elements are arranged, and admire
the surrounding landscape.

Tang Garden

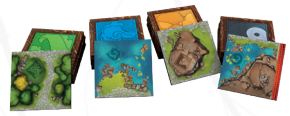
Components



1 Garden Board



1 Double-sided Starting Tile

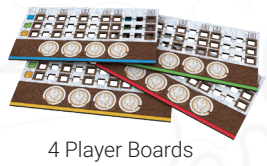


60 Garden Tiles

16 Lantern Tokens

54 Decoration Cards

60 Coins



4 Player Boards

4 Solo Lantern Tokens

36 Decorations

12 Character Miniatures

8 Large Landscape Tokens

8 Small Landscape Tokens

8 Large Landscape Tiles

1 Engineer Token (First Player Token)

12 Small Landscape Tiles

12 Cubes

12 Character Cards

4 Characters Tokens

Setup

1. Place the garden board in the center of the table.

2. Place the starting tile in the center of the garden board with either side face up. It can be oriented in any direction.

3. Separate the four types of garden tiles by their backs and shuffle each pile. Place them face down in four stacks in the designated areas in each corner of the garden board. Flip the top tile of each pile face up.

4. Shuffle the 54 decoration cards and place them face down on the table near the garden board.

5. Place the 36 decorations near the garden board.

6. Give each player three cubes and a player board in their chosen player color. Place the cubes on the starting space of each track. Give each player one of each of the four types of lantern tokens (one for each special ability). Place them in the designated areas on each player's board.

7. Find the six starting character cards with a colored square icon in the top right corner of the card. Shuffle them and deal one to each player. Each player places their character card in front of them and places the matching character miniature on it. This indicates that the character's skill is active. Each player advances their cube one position on their player board in the category shown in the upper right corner of their starting character card. Take all the remaining character cards. Shuffle them and place them face down to form the character deck.

7.1 Reveal the top two characters from the character deck.

7.2 Place all unused character miniatures next to the garden board.

8. Separately shuffle the twelve small landscape tiles and the eight large landscape tiles. Place them face up in two groups next to the garden board. Insert the four top small landscape tiles into each of the four starting spaces (marked 8.1 in the image below). Place the top landscape tile from each stack next to the pile. In this way, two small landscape tiles and two large landscape tiles are always visible.

9. Place the 16 (large and small) landscape tokens on the garden board in a diamond shape, matching the diagram below to the left.

9.1 Exception: In a 2 player game, place the landscape tokens as shown in the image below to the right.

10. The player who last visited China is the first player and takes the engineer token. If nobody has ever been to China, select the first player randomly.

Order of Play

Starting with the first player and proceeding in clockwise order, each player takes a turn. Each turn consists of a mandatory main action, and three possible optional actions.

- **Main Action (mandatory):**

Build the Garden,
or
Place a Decoration.

- **Influence a Character (optional):**

After the main action, the player may influence a character if they have reached the required level on their player board.

- **Use a Lantern (optional):**

Once per turn, a player may activate one of their lantern abilities along with their main action by flipping one of their lantern tokens face down.

- **Refresh a Lantern (optional):**

During their turn, a player may spend three landscape tokens of the same size on their possession to refresh a previously used lantern token by flipping it to its unused side.

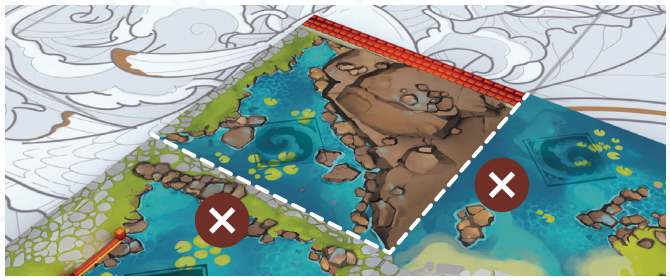
Exception: In a 2 player game, spend four landscape tokens.

Gameplay

Build the Garden

The active player chooses one face up garden tile from the top of one of the four stacks in the corners of the garden board and places it on one of the available spaces on the garden board.

- The placed tile must be adjacent to a tile already placed on the garden board.



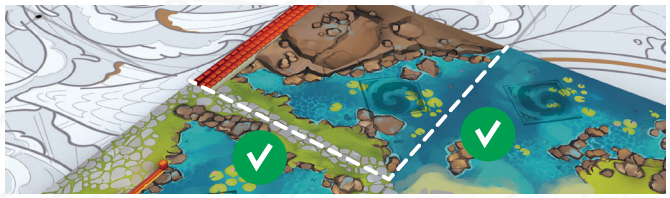
- The terrain types on all the edges of any adjacent tiles must match. Exception: Some tiles have a wall on one of their edges. Walls can be matched to any terrain type and can enclose terrain spaces, granting one level of advancement for that element.

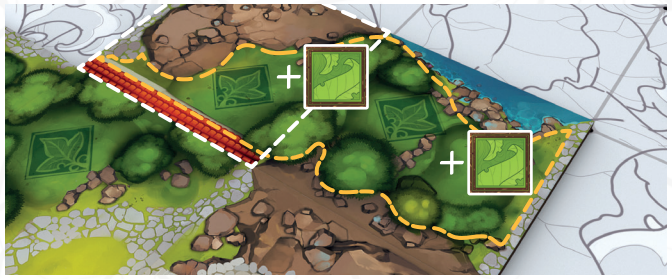
After placing the garden tile, examine the newly placed tile and collect rewards based on the following criteria:

- Advance the cube for the corresponding element on the player's board for each edge that matches the terrain type of any adjacent tiles.
- Terrain is considered enclosed when a greenery, water, or rock region is completed and can no longer be added to by placing new tiles. If a terrain becomes enclosed as a result of the placement of the new tile, advance the cube matching the enclosed terrain type by a level. Walls may be used to enclose terrain. If terrain goes to the edge of the garden board, it is **not** considered enclosed.
- Gain a coin if one edge of the newly placed tile matches a footpath edge.
- If the newly placed tile matches **two** footpath edges, the player may gain two coins or instead, advance the level of any one track on their player board.

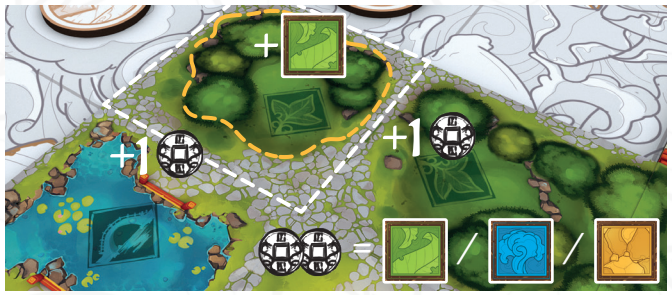
These bonuses are cumulative. It is possible to advance one or more spaces on one or more tracks and get one or more coins with the placement of a single tile.

Viola decides to build the garden and chooses a tile with multiple terrain types on the edges. She rotates the tile in such way that she matches all the terrain types of adjacent tiles (see the image below). She gains a water level advancement on her board plus one coin for matching a footpath edge

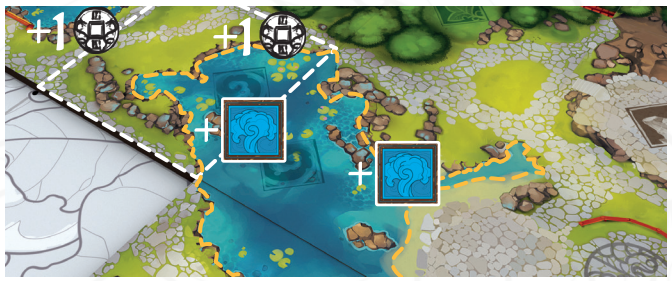




In this example, the player earns one greenery level advancement for the connection and one greenery level advancement for enclosing a terrain. The wall edge can be connected to any terrain type, but it doesn't award a bonus.



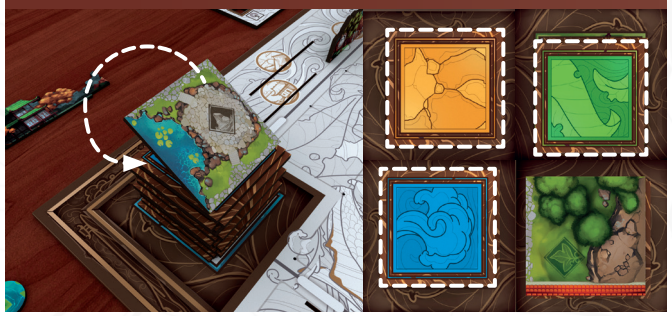
In this example, the player earns either two coins for the two connected footpath edges, or an advancement on their player board on the track of their choice. They also receive an advancement in greenery, as this tile already shows an enclosed area in the center of the tile, surrounded by footpath edges.



In this example, the player earns two coins for the matching footpaths, plus two advancements on the water track of their player board – one for matching the water edge and one for enclosing the water terrain.

When placing a tile, if the player covers a space with a landscape token on it, **they immediately gain the token** and **must** insert a landscape tile of the corresponding type landscape tile can be inserted into any slot of their choice, matching the size of the landscape tile to the slot size. Once the landscape tile is inserted, reveal a new landscape tile if needed, so that there are two of each size visible.

IMPORTANT:
After completing a Build the Garden action, if there are less than two face up garden tiles on the board, flip the top tile of each stack so that four tiles are face up.



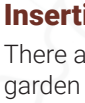
Inserting a Landscape Tile

There are five slots on each of the four sides of the garden board where landscape tiles can be inserted. The inner row of slots is for inserting small landscape tiles, while the outer row is for inserting large landscape tiles.

Viola places a garden tile on a space and covers a small landscape token. After advancing one greenery level on her player board, she takes the landscape token (placing it near her player board) and chooses one small landscape tile. She then inserts it into a slot on the garden board.

Special Garden Tiles

There are some special garden tiles that are mixed among the regular garden tiles. These tiles have special rewards and their edges do not need to match the edges of adjacent tiles when placed. Additionally, all edges of a special garden tile can enclose terrain, which can help earn additional advancement.



Hehua ting, lotus temple (blue wall): Gain one coin + one coin for each adjacent water edge.

Hua ting, flowers temple (green wall): Gain one coin + one coin for each adjacent greenery edge.

Simian ting, rock temple (brown wall): Gain one coin + one coin for each adjacent rock edge.

If on a future turn, a player places a garden tile to the edge of the special garden tile with the corresponding terrain type, the player gains a coin.

Viola places the brown bordered Simian ting garden tile next to a tile with a rock terrain edge. She gains two coins – one coin for the simian ting, plus one for the rock edge. One edge is connected to a footpath, which is allowed, but doesn't award her anything. Viola also obtains one rock level advancement for enclosing a rock area. On the next turn, Michele places a garden tile with a rock edge next to the simian ting garden tile. He earns one coin for placing next to the simian ting tile, one coin for matching the footpath edge, and one advancement on the rock track because the rock terrain is completely enclosed.

Place a Decoration

The active player draws two cards, plus one card for each face down tile on top of each of the four garden tile piles. The player examines the drawn cards, chooses one to decorate the garden with, and places it face up in front of them with any previously played cards, sorting them by type. Next, the player takes the corresponding decoration from the supply and places it in the garden on one of the designated areas, gaining the one-time bonus indicated on the decoration card. Cards not chosen are discarded face up near the deck of decoration cards.

If there are no areas left on the garden board of the designated type, or if there are no decorations of the designated type available to pick, the card cannot be selected.

1. Decoration Name
2. Placement Indicator: The area of the garden board where the corresponding decoration must be placed (example: fish go on a tile with water)
3. One-time Bonus
4. End Game Scoring Icons

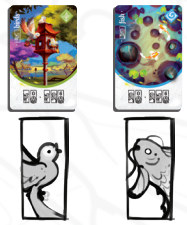
When the decoration deck is depleted, shuffle the discard pile to create a new decoration deck.

IMPORTANT:
In the event that there are no free spaces to place decorations from the drawn decoration cards, the player discards all the drawn decoration cards, and their turn ends. Optional actions can still be performed.

Viola decides to place a decoration as her main action. She draws three cards and chooses to keep the fish card. She then places the fish decoration in the garden, on a corresponding water space.

Decoration Card Iconography

Icons on decoration cards are scored at the end of the game.



Birds & Fish

6 coins if the player has a single pair of birds and fish cards.

0 coins if the player only has a single birds or fish card.

Multiple pairs award coins, while having excess cards of one type does not award additional coins.

Lotus & Peonies

6 coins if the player has a single pair of lotus and peonies cards.

0 coins if the player only has a single lotus or peonies card.

Multiple pairs award coins, while having excess cards of one type does not award additional coins.

Bridge

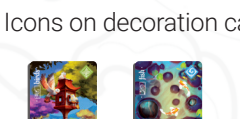
2 coins per bridge card.

Pavilions

12 coins to the player with the most Pavilion cards.

6 coins to the player with the second most Pavilion cards.

If players are tied for the most Pavilion cards, divide 18 coins among the tied players ignoring any remaining coins. In this case, players with the second most do not gain coins.



Trees

1-4-9-16-25 coins depending on how many different trees the players have.

If the players have multiple sets of tree cards, each set awards coins.

Area of the garden board where the player must place the decoration:

greenery area: trees, peony, birds

water area: lotus, fish

bridge area: bridges

rock area: pavilions

One-time bonuses:

Advance greenery track

Advance water track

Advance rock track

Advance any track

Remove a landscape token of your choice from the garden board, place it in the player's area, and insert the corresponding landscape tile into the garden board.

IMPORTANT:
At the end of a Place a Decoration action, the player must flip all face down garden tiles on the top of each pile on the garden board face up.

Viola chooses to place a decoration. There are two face down garden tiles at the moment, so she draws four decoration cards (two cards plus one for each face down garden tile on the top of their piles). She draws one pavilion, one fish, and two peonies. She chooses to keep the peony with the greenery advancement bonus. She places the corresponding decoration on a free greenery area in the garden. She advances the cube on her greenery track of one space. She will gain six coins at the end of the game, since she played a lotus decoration card earlier in the game (lotus + peony = six coins).

Influence a Character (Optional)

1. Name
2. Starting Bonus
3. Character Skill
4. Sight Preference

Character spot

After a player's main action, they may choose to influence a character. Each player begins the game with a character and may take advantage of their character's skill during their turn.

To influence a **new** character, the player must have advanced each of their three cubes to the level required by the character or higher, as designated by a small icon on the player board. Additionally, there must be at least one free character placement spot on the board.

To influence a character the player must:

- Choose and take one of the two revealed character cards. Alternatively, the player may draw a face down character card from the deck. Then, take the corresponding character miniature. If there are no character cards revealed or in the deck, then skip to the next step.
- The player then selects one of their characters and places its corresponding miniature on the garden board on one of the available character spots – either on a garden tile, a bridge decoration, or a pavilion decoration. **They then turn the character miniature so it's facing one of the four cardinal directions.**

The player earns coins for each character on the garden board at the end of the game based on their position and which direction it is facing, taking into account the character's sight preference.

Characters with this icon will earn coins by seeing specific tiles on the garden board.

Characters with this icon will earn coins by seeing specific icons on landscape tiles.

Additionally, each character will earn one coin for each decoration in their line of sight.

Each player always has one character miniature on top of the corresponding card. That character's skill represents the player's active skill.

IMPORTANT:
After placing a character miniature on the garden board, its skill is no longer available.

- If the player chose one of the revealed character cards, reveal a new card from the deck if possible and place it face up on the table so that there are two face up character cards for players to chose from.
- If a player influences a character and there are no more characters in the display, they can place the last remaining character in front of them in the garden. The player won't have an active character ability during the rest of the game.

ADVISE:
The list of characters can be found on page 14

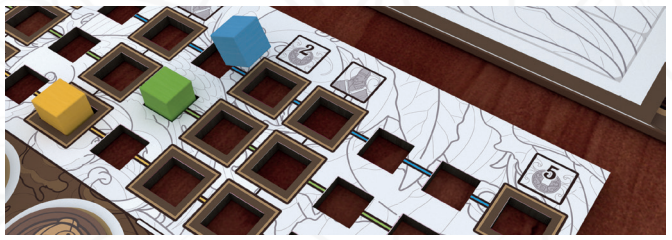
Viola started the game with the Hermit character. After her recent "Place a Decoration" action, she now meets the water track requirement to influence a new character. She chooses the Emperor card and collects the Emperor character miniature. Viola places the Emperor miniature on the garden board, facing the landscape with two dragons, since the Emperor's sight preference allows Viola to gain five coins at the end of the game for each dragon on the active Landscape (see Character Descriptions on page 14 for more details). She then reveals a new character card from the deck to replace the card she chose.

IMPORTANT:
If there are no spots on the garden board to place a character, or if the player doesn't want to perform the Influence a Character action, the player instead takes a character token. A character token can be used on later turns to perform the "Influence Character" action. It is possible to influence only one character per turn. If the player reaches the next threshold to influence a new character, the player will immediately lose any character tokens they have.

Player Board Coins Bonus

When a single cube reaches the level required for the coin reward, as designated by the icon on the player board, the player immediately gains the corresponding coin bonus.

Each cube in a player's element track triggers each of these bonuses. If a player reaches the end of the track with each of the three cubes, they will have earned a total of 21 coins.



Use a Lantern (Optional)

The active player may choose to use a lantern ability once per turn. To do this, the player flips a lantern token on their player board face down, and activates the chosen lantern ability. There are four different abilities.

When taking a Build the Garden action, the player places two garden tiles, scoring both. Both garden tiles must be face up at the beginning of the turn.

When taking the Place a Decoration action, the player places two decorations from the cards drawn, gaining the one-time bonus from both cards.

The player moves one of their characters on the garden board to any available spot, adjusting the facing if desired. Alternatively, the player may adjust the facing of their character without moving it. The player can only move or adjust one of their characters already on the garden board.

When influencing a new character, the player may choose a specific character from the character deck instead of taking one of the face up ones and then shuffling the deck after making the selection OR during the placement of a landscape tile, the player may choose any of the non-visible tiles and then shuffling the stack after making the selection.

REMINDER:
Each player may use only one lantern per turn.

Refresh a Lantern (Optional)

During their turn, a player may spend three landscape tokens of the same size to refresh a previously used lantern token by flipping it to its unused side. Once used, return the landscape tokens to the game box. Exception: In a 2 player game, spend four landscape tokens.

End of Game

The end of the game is triggered **when there are three or fewer landscape tokens on the garden board**, or when one of the four piles of garden tiles is depleted. The game continues until the player to the right of the player with the Engineer token completes their turn, so all players get an equal number of turns. Then complete scoring to determine the winner.

Endgame Scoring

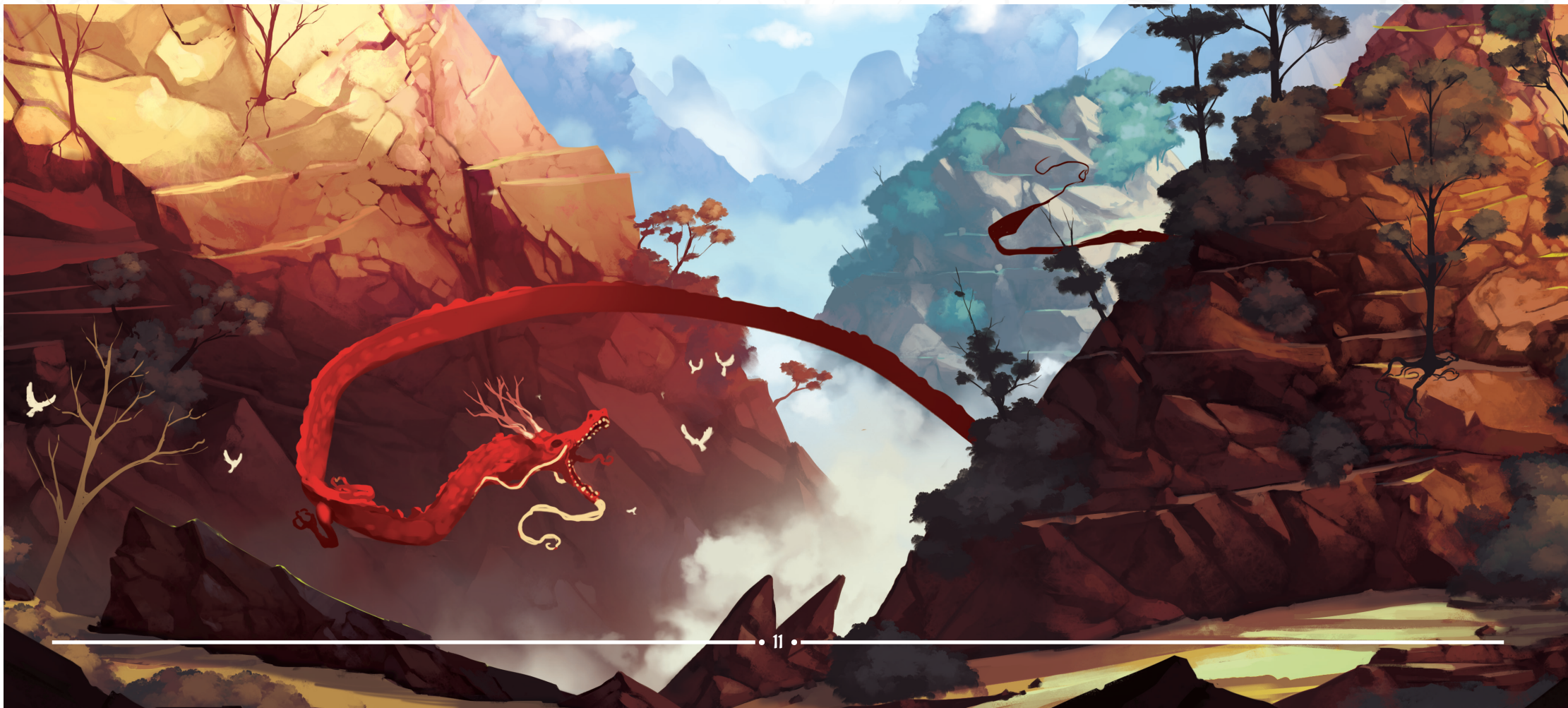
Count the coins obtained during the game, then add:

- Coins awarded for decoration cards in front of each player. Examples:
  - **Gain six coins for each single pair of lotus and peonies cards.**
  - **Gain six coins for each single pair of birds and fish cards.**
  - **The player with the most pavilion cards gains 12 coins. The player with the second most pavilion cards gains six coins.** In case of a tie for the most, divide 18 coins among the tied players evenly, ignoring any remainder and do not award coins for the second most. If there is no tie for the most, but there are multiple players tied for second most, divide six coins among the tied players evenly, ignoring any remaining coins.
  - **Gain 1-4-9-16-25 coins for having 1-2-3-4-5 different tree cards. If the players have multiple sets of tree cards, each set awards coins.**
  - **Gain two coins for each bridge card.**
- **Coins earned from characters.**
  - Gain one coin for each decoration in the **line of sight** of each of the player's characters.

To determine if a decoration is in a character's line of sight, start at the character's spot and follow the tiles in the direction in which the character is facing to the end of the garden board. A decoration on the same tile as a character is also considered to be in their line of sight.

- Gain coins based on the character's **sight preference**.Each character's sight preference is listed at the bottom of their character card and may include the **line of sight** (eye icon inside a diamond) or the active Landscape (eye icon inside a circle) icon. **The active Landscape is composed of five landscape tiles, three small and two large, slotted into the side of the garden board in the direction the character is looking**.

The player with the most coins is the winner. In case of a tie, the player with the most landscape tokens among the tied players is the winner. If the tie persists, the player with the most cubes in the furthest position of the tracks on their player board among the tied players is the winner. If the tie continues to persist, all the tied players share the victory.



In this game mode, your goal is to complete the central part of the garden board, which is comprised of 28 spaces around the starting tile.

This game mode does not use the spaces around the edges of the board. Decoration cards are not collected, character's abilities are not available, and player boards are not used.

As play continues, any time there are no legal moves available or one stack of garden tiles is depleted and you cannot continue the game with the help of a lantern, the game ends immediately. You have been defeated. If you are able to cover all of the spaces in the central part of the garden board, you have won.

In this case, score your performance and compare your score against the chart to see how well you did.

Setup

Setup for the solo variant is identical to the multiplayer game with the following changes:

1. Shuffle the starting character cards. Draw two and keep one face up in front of you. Find the matching character miniature and place it on the card. The character's skill is not used during the game, while their sight preference is used as usual.

After the starting character is placed in the garden, examine the unselected card. Find the matching character miniature and place it on the garden board in any available spot. Then return the unselected character card to the game box.

Character miniatures placed this way are considered "neutral". They do **NOT** award coins, but they occupy character spots on the garden board. A neutral character's line of sight has no importance in the solo variant.

Shuffle the remaining four starting character cards with the other six. These cards comprise the characters deck of ten characters. Place it face down next to the main board and reveal the top two characters.

2. Shuffle the 54 decoration cards and place the deck face down.

2.1 Reveal the top four decoration cards and place one face up, next to each garden tile stack.

3. Shuffle four small landscape tokens and four big landscape tokens. Place them face up in the spaces indicated in the setup diagram below.

Remember: In this mode, you cannot place garden tiles on spaces outside the central garden, as indicated by the green area in the setup diagram below.

4. Place the four special lantern tokens for solo play in front of you. Return all remaining lantern tokens and all player boards to the game box.

IMPORTANT:
Player Boards are not used in the solo variant.

Order of play

Each turn you must select and place one available garden tile and the decoration represented by the card next to it. It must be possible to place both the tile and the decoration, otherwise the pair cannot be selected. At any time, if you cannot select any of the available pairs of garden tile and decoration card, and you cannot continue the game with the help of a lantern, the game ends immediately and you are defeated.

Once the pair is selected **(1)**, place both the tile and the decoration on the board according to the game rules, then discard the decoration card to a discard pile **(2)**. Find the garden tile and decoration card in the opposite corner from the pair you selected **(3)**. Discard this decoration card to the discard pile and place the garden tile face up in a "garden tile display" beside the garden board.

Then reveal two garden tiles so that there are four garden tiles showing. Finally, reveal and place a new decoration card next to each of the newly revealed garden tiles. There should now be four pairs of garden tiles and decoration cards to choose from.

If the deck of decoration cards is depleted, shuffle the discard pile and form a new one.

Build the Garden

Since player boards are not used in this solo variant, the player cannot advance on the element tracks.

When a garden tile is placed, gain a coin for each edge that matches the adjacent terrain (greenery, water, or rock). For each newly enclosed terrain, gain an additional coin. See the definition of enclosed terrain on page 8. Garden tile edges showing walls enclose any type of terrain, while the outside edge of the central garden does **not** enclose terrain.

IMPORTANT:
You do not gain coins for matching one or more footpath edges.

Landscape Tokens

After gaining a landscape token, insert one of the two available landscape tiles of the size indicated on the token into the garden board. Then insert the other face up landscape tile of the indicated size into the board on the opposite side of the garden board directly across from the first tile inserted. Reveal a new landscape tile, so that there are two of each size visible (two small and two large).

At any time, you may spend four landscape tokens of the same size to return any decoration on the garden board to the game box.

IMPORTANT:
In the Solo Mode, you cannot spend landscape tokens to refresh a lantern token.

Influencing Characters

Once you have enough coins, you may influence a character. You may influence one new character each time you gain at least 10, 20, or 30 coins. It's not possible to influence more than four characters (including the starting one).

Each time you influence a new character, pick one of the two character cards in the display and discard the unselected character card. Place the selected card in front of you with it's miniature on it. Then place the miniature for the unselected character on any available spot as a neutral character (as during setup). Then reveal two new characters from the character deck to create a new display.

At the end of the game, each influenced character will be placed on the garden board for scoring if you have not been defeated. Characters placed on the garden board this way will award coins based on their sight preference, as in the multiplayer game.

Lantern Tokens

Lantern token abilities in the solo variant:

Select a pair, but only place the garden tile, ignoring the paired decoration card. Discard the paired decoration card as well as the decoration card in the opposite corner. Move the face up garden tile in the opposite corner to the "garden tile display". Finally, refill the garden tiles and decoration cards as usual.

Select a garden tile from the tiles in the "garden tile display" placing the tile using the usual rules.

Discard all four decoration cards in play and replace them with new cards from the decoration deck.

Re-use the ability of one of your exhausted lantern tokens.

End of Game

The game ends in defeat if any of the following conditions apply before covering all the spaces of the central garden with garden tiles:

1. One stack of garden tiles is depleted.

2. You can't place any pair of garden tile + decoration card.

The game ends in victory if all 28 spaces of the central garden are covered by garden tiles.

Final Character Placement

If your game ends in victory, place your character miniatures on any available spot on the garden board facing any direction to gain additional coins based on the character's sight preference, as in the multiplayer game.

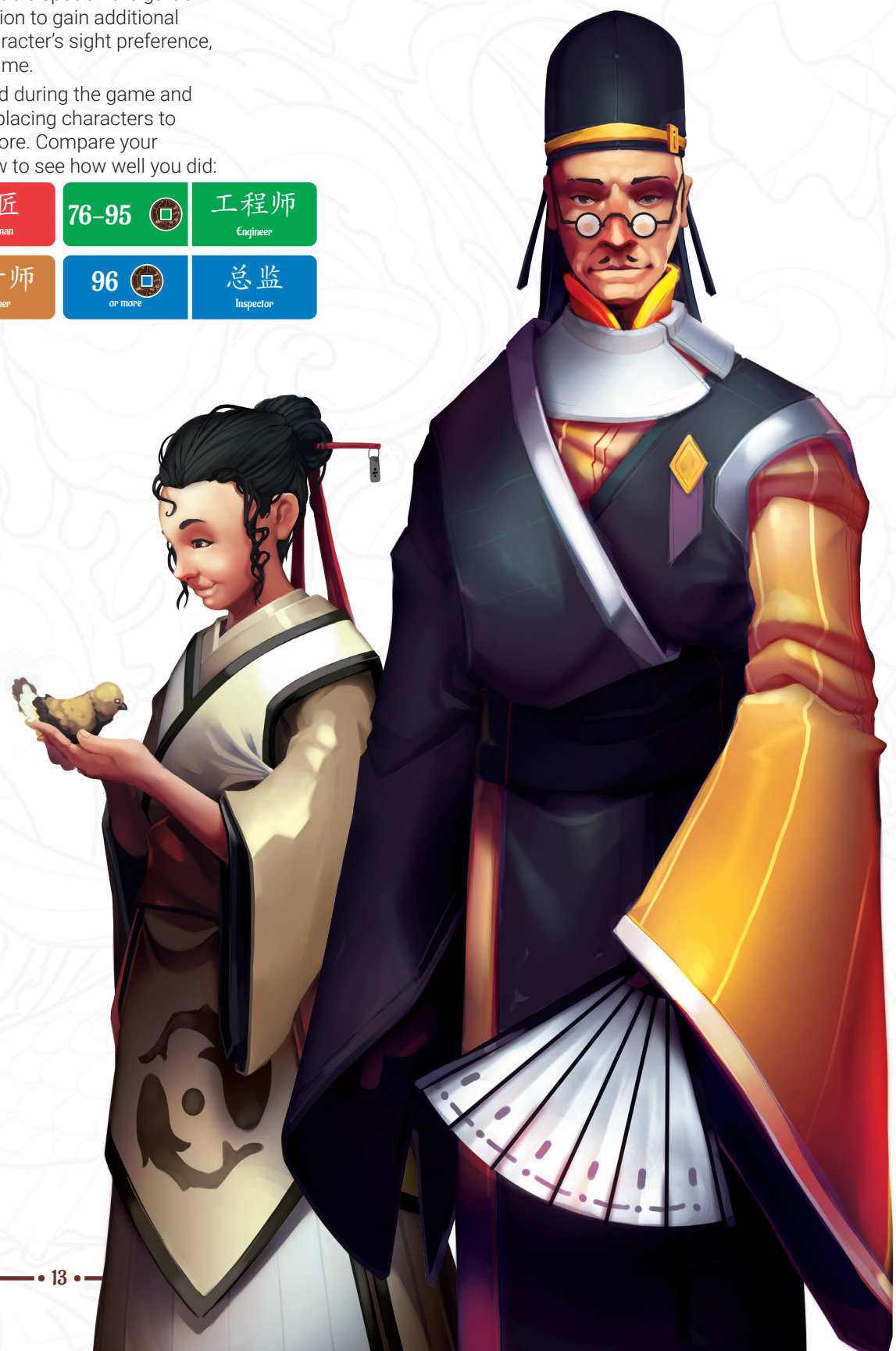
Add up the coins gained during the game and the coins gained from placing characters to determine your final score. Compare your score to the table below to see how well you did:

up to 60	工匠 Craftsman	76–95	工程师 Engineer
61–75	设计师 Designer	96 or more	总监 Inspector

Languages

This rulebook is also available in several other languages on our website. You may scan the QR Code at the left for easy access on your mobile device, or you can type the following address manually on the device of your choice:

https://thundergryph.com/rulebooks



Character Descriptions

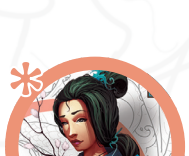
(*starting characters)

EMPEROR
Character Skill: N/A
Sight Preference: Gain five coins for each Dragon icon on the active Landscape.

LADY
Character Skill: N/A
Sight Preference: Gain six coins if only the Sun icon or the Moon icon is on the active Landscape; get twelve instead, if both the Sun and the Moon icons are on the active Landscape.

EMPRESS
Starting Bonus: Water
Character Skill: Gain two coins each time the player places a lotus or a peony flower decoration.
Sight Preference: Gain nine coins. If either the Emperor or Lady is in the Empress's line of sight, lose three coins for each.

HERMIT
Starting Bonus: Rock
Character Skill: Gain one coin each time the player advances one or more spaces on the rock track. Advancing two spaces with the same tile will still grant a single coin.
Sight Preference: Gain two coins (maximum ten coins) for each garden tile with rock terrain (including the Rock temple) in the Hermit's line of sight.



POET
Starting Bonus: Water
Character Skill: Gain one coin each time the player advances one or more spaces on the water track. Advancing two spaces with the same tile will still grant a single coin.
Sight Preference: Gain two coins (maximum ten coins) for each garden tile with water terrain (including the Lotus temple) in the Poet's line of sight.

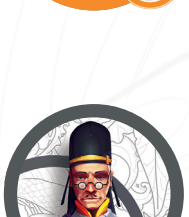
STUDENT
Starting Bonus: Greenery
Character Skill: Gain one coin each time the player advances one or more spaces on the greenery track. Advancing two spaces with the same tile will still grant a single coin.
Sight Preference: Gain two coins (maximum ten coins) for each garden tile with greenery terrain (including the Flowers temple) in the Student's line of sight.

ARCHITECT
Starting Bonus: Greenery
Character Skill: Gain two coins each time the player places a pavilion or a bridge on the garden board.
Sight Preference: Gain three coins for each Construction icon on the active Landscape.

CHILD
Starting Bonus: Rock
Character Skill: Gain two coins each time the player places a bird or fish decoration.
Sight Preference: Gain two coins for each Animal icon on the active Landscape.

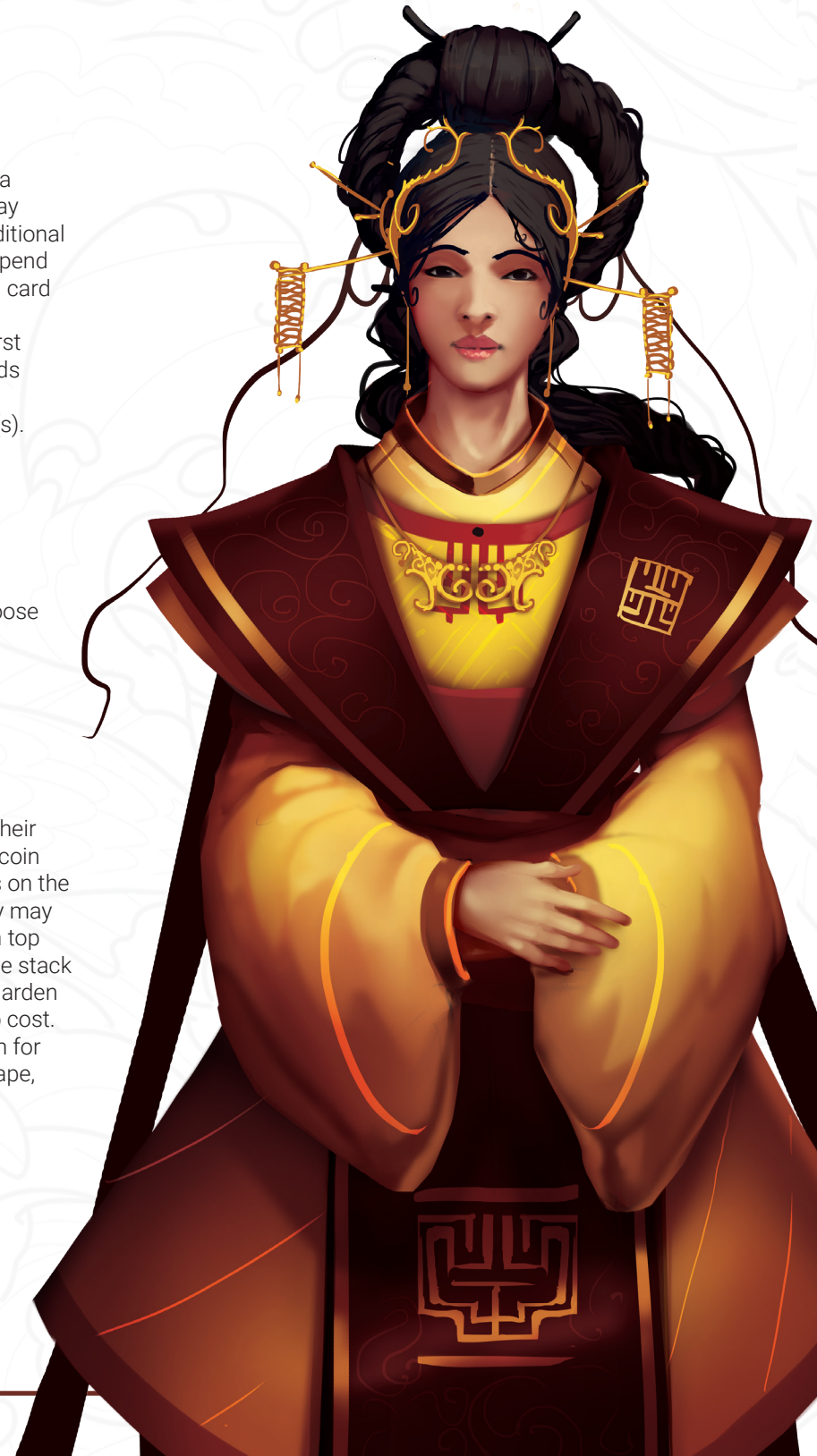
MERCHANT
Character Skill: During a Place a Decoration action, the player may spend one coin to draw two additional decoration cards, or they may spend one coin to draw the decoration card from the top of the discard pile. In both cases, the player may first draw the normal amount of cards and then decide if to spend one coin to draw the additional one(s).
Sight Preference: Gain two coins for each Village icon on the active Landscape.

MONK
Character Skill: Gain two coins every time the player has to choose between only two garden tiles or only two decoration cards.
Sight Preference: Gain three coins for each Buddhist temple icon on the active Landscape.



OFFICER
Character Skill: At the start of their turn, the player may spend one coin to flip all face down garden tiles on the garden board. Alternatively, they may place any face up garden tile on top of any stack to the bottom of the stack face down and reveal the new garden tile on the top of the stack at no cost.
Sight Preference: Gain one coin for each icon on the active Landscape, regardless of the type.

SWORD DANCER
Character Skill: Gain one coin each time the player takes a landscape token from the garden board.
Sight Preference: Gain two coins for each Waterfall icon on the active Landscape.



The Tang dynasty is considered to be one of the highest peaks of Chinese history thanks to its civilization and culture.

Chang'an, the capital, was a cosmopolitan city, in which different religions and ideologies coexisted. In such flourishing times for culture, both literature and art thrived to the point in which even poetry skills where mandatory for those eager to pass the imperial examination, and the Emperor Li Longji was a renowned art patron himself.

Throughout the 6 new scenarios provided, you will experience new ways to play Tang Garden: Build unique landscapes with interesting decorations and panoramas, attract new important visitors with your creations and try different strategies witha new set of lanterns.

Tang Garden
Golden Age

Components

16 Garden Tiles

15 Decoration Cards

10 Decorations

8 Character Miniatures

8 Character Cards

3 Large Landscape Tiles

3 Small Landscape Tiles

8 Lantern Tokens

Decoration Card

Decoration Card Iconography

Icons on decoration cards are scored at the end of the game.

Butterfly
Refresh an exhausted lantern (**0** coins).

Duck
Advance forward twice on your player board. Once as specified and once following your preference (**0** coins).

Bonsai Tree
Gain **7** coins, lose **1** coin for each Bonsai Tree, Ninfea and Sancai Vase played by any player.

Ninfea
Gain **7** coins, lose **1** coin for each Bonsai Tree, Ninfea and Sancai Vase played by any player.

Sancai Vase
Gain **7** coins, lose **1** coin for each Bonsai Tree, Ninfea and Sancai Vase played by any player.

Example:

Viola *Michele* *Katia*

At the end of the game Viola has 2 Ninfeas and 1 Sancai Vase in front of her, Michele has 1 Bonsai Tree in front of him and Katia has 1 Sancai Vase. Each Bonsai Tree, Ninfea and Sancai Vase gives 2 coins (7 coins minus 1 coin for each Bonsai Tree, Ninfea and Sancai Vase in the game)

Lantern Tokens

In Golden Age there are two additional types of Lantern tokens:

Draw 5 Garden tiles either from a pile with face-up tiles, or face-down tiles and place one in the garden returning the other 4 back to the pile in the preferred order.

Exchange your active Character with one in the display.

Special Garden Tiles

Bamboo Garden: The edge does not need to match to the edges of adjacent tiles when placed. Additionally, all edges of the Bamboo Garden enclose terrains. When placed gain one coin + one coin for each adjacent terrain, regardless of their type.

Scenarios

- The following scenarios have been tested, but the rules can be mixed and matched. To create your own set-up follow the instructions and advice in the Craft Scenario section.
- Whichever scenario you choose, you can always add 3 small and 3 big Landscape tiles from Golden Age extension.

big landscapes small landscapes tao tiles

Chang'An

Tiles
Draw 15 tiles per type among all of the available, discard the other tiles without looking at them.

Decorations
Add Sancai Vase, Bonsai, Ninfea.

Characters
Add Tao Priest, Geomancer, Gardener, Musician. Reveal 3 characters in the display, in order to have more choice when influencing a new character.

Landscapes
Follow the base game rules.

Lanterns
Use the following 4 lanterns:

Special Rules
More than one Lantern can be used per turn except already used Lanterns.

Spring Festival

Tiles
Draw 15 tiles per type among all of the available, discard the other tiles without looking at them.

Decorations
Remove Peonies and Lotus from the game, and add Butterfly, Duck, Sancai Vase, Bonsai and Ninfea.

Characters
Remove Empress, Student and Merchant from the game, and add Nobleman, Princess, Emissary, Literate, Musician, Tao Priest, Geomancer and Gardener.

Landscapes
Randomly place the tokens in their original spots disregarding their type (big or small).

Lanterns
Use all 4 base game lanterns.

Special Rules
All characters gain 1 coin for each Village icon in their active Landscape. More than one Lantern can be used per turn except already used Lanterns.

Tang Court

Tiles
Draw 15 tiles per type among all of the available, discard the other tiles without looking at them.

Decorations
Add Butterfly and Duck.

Characters
Add Nobleman, Princess, Emissary and Literate.

Landscapes
Follow the base game rules.

Lanterns
Each player secretly chooses which 4 lanterns to use among the 6 available. Then everyone reveals them by placing them on their playerboard.

Renovation

2 players

3/4 players

Tiles

Randomly choose 8 Tao tiles (the garden tiles with the yin yang symbol on the back) with a wall and place them in a new configuration like in the image, the walls must always face towards the centre of the board. Follow the image to place the tokens correctly. Remove the central tile from the game. Use all of the remaining Tao tiles, and keep 15 tiles of the other types.

Decorations

Use all decorations from the base game and Golden Age extension.

Characters

Use all characters from the base game and Golden Age extension. Remove the Emperor and the Lady before dealing the cards. Deal two characters to every player at the beginning of the game, players will choose 1 of the two and remove the other one from the game.
No starting level bonus is awarded, even if the icon is present. Mix all of the other characters and make them available, face-up, at the beginning of the game.

Landscapes

Follow the base game rules.

Lanterns

Use only the following 2 lanterns:

Special Rules

All the Characters are placed in the garden at the end of the game, starting from the first player and following clockwise. Always use the Character skill of the last chosen Character.

Pear Garden

2 players

3/4 players

Tiles

Draw 15 tiles per type among all of the available, put the remaining 16 tiles in a common pile, shuffle them and remove 1 from the game. Place the pile aside and draw three tiles from it placing them face-up: these tiles will be the market.

Decorations

Add all of the Golden Age decorations to the base ones.

Characters

Add all of the Golden Age characters to the base ones. Show 4 characters in the display.

Landscapes

Place 8 big and 4 small Landscape tokens on the board following the scheme in the image.

Lanterns

Use all 4 base game lanterns.

Special Rules

Buy a specific tile from the market, paying 1 coin if there are 3 tiles, 0 coins if there are 2 tiles remaining, and immediately refill the market tiles when there is only 1 tile remaining. If there are no tiles remaining in the pile next to the market, refilling is not an option any more. Remove the last tile in the market from the game.

Longji and Yuhuan

2 players

3/4 players

Tiles

Draw 15 tiles per type among all of the available, discard the other tiles without looking at them.

Decorations

Remove Fish and Bird from the game, and add Butterfly, Duck, Sancai Vase, Bonsai and Ninfea.

Characters

Remove Child, Poet and Officer from the game, and add Nobleman, Princess, Emissary, Literate, Musician, Tao Priest, Geomancer and Gardener.

Landscapes

Follow the graphic reference.

Lanterns

Use only the following 2 lanterns:

Special Rules

All Characters gain 1 coin for each animal icon on the active Landscape. Emperor and Lady each earn 3 coins if they face each other.

Craft Scenario

Tiles

Always use between 14 and 17 tiles per type, according to the desired game length.

Decorations

Pavilions, Bridges and Trees must always be kept. The following sets must be added or removed together, and can never be separated:

- Sancai Vase, Bonsai and Ninfea + Tao Priest
- Peonies and Lotus + Empress, Emperor and Lady
- Birds and Fish + Child

Duck and Butterfly can be added or removed freely.

Characters

Always keep the following Characters in the game: Sword Dancer, Monk, Emperor, Lady and Architect. Always keep a Merchant or Emissary, and a Child or Literate. Keep the total number of Characters to around 16 if possible.

Lanterns

Make sure to play with all four Lanterns if you want to play with the Butterfly; if you want to play with all of the characters, make sure to include the "search for a character or landscape" lantern in the game. The Geomancer and the Officer give a good control on the tiles, you can avoid using the "5 tiles choice" lantern if you have both of them in the game.

Landscapes

You can always play with all of the Landscape tiles.

Landscapes Tokens

Always play with all 8 small and 8 big tokens on the map. Be aware that these tokens, together with the Garden tiles, control the length of the game and how far you can go with the three levels on your personal board.

If you want to create your own configuration, try to keep equal distance between Landscape tokens and make sure that they are not too distant from the center of the board, especially in a 2-player game.

Character Descriptions

EMISSARY

Character Skill: Use different Landscape tokens to refresh an exhausted Lantern.
Sight Preference: Gain three coins for each side of the board with at least one Village icon on the active Landscape.

GARDENER

Character Skill: Gain one coin each time the player places a Tree decoration.
Sight Preference: Gain two coins (maximum ten coins) for each Decoration in the Gardener's line of sight.

GEOMANCER

Character Skill: During your turn, you may draw the first two cards from the Decorations deck or the first two Garden tiles from a hidden pile. You can decide to use one of the two Decorations or one of the two Garden tiles instead of the normal main action. Return the unused Decoration cards or Garden tiles to the top of their respective deck.
Sight Preference: Gain 2/5/8 coins for 1/2/3 different terrain types in the Geomancer's line of sight.

LITERATE

Character Skill: Gain one coin each time you place a different Decoration from the ones you already collected.
Sight Preference: Gain three coins for each side of the board with at least one Animal icon on the active Landscape.

MUSICIAN

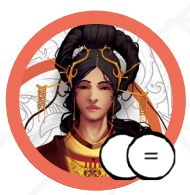
Character Skill: Each time you match two footpath sides you gain both two coins and one track advancement of your choice on the player board.
Sight Preference: Gain three coins for each Character in the Musician's line of sight.

NOBLEMAN

Character Skill: Gain two coins each time the player places a Garden tile with a wall.
Sight Preference: Gain two coins for each different icon on the active Landscape.

TAO PRIEST

Character Skill: Gain three coins each time the player places a Bonsai Tree, a Ninfea or a Sancai Vase on the garden board.
Sight Preference: Gain twelve coins, and lose one coin for each different icon on the active Landscape.



PRINCESS

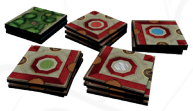
Character Skill: Gain two coins each time the player places a Landscape tile with two icons.
Sight Preference: Gain four coins for each pair of identical icons on the active Landscape.

In ancient chinese folklore, spirits and supernatural characters are a great heritage left by worshipping ancestors. Stories about demons, mediums or spirit hunters are not uncommon in the traditional literature.

Ghost Stories adds 4 new scenarios with the introduction of a special mechanic. The new characters and tiles add a gloomy and mysterious atmosphere while increasing player interaction; and the new palace tiles add a different strategy to achieve victory. Try to make good use of the new elements to weaken your opponent's quests while protecting yours, and honor the four mythological creatures of the constellations to score additional points at the end of the game.

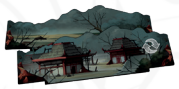
Tang Garden
Ghost Stories

Components



20 Garden Tiles

2 Large Landscape Tiles



2 Small Landscape Tiles

5 Decoration Cards in 5 different languages

3 Decorations

4 Spirit Animal Boards

4 Character Cards

4 Character Miniatures

1 Wooden Fox Spirit Token

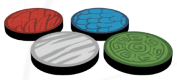
1 Engineer Metal Token

8 Wooden Small Landscape Tokens

8 Wooden Large Landscape Tokens

1 Drawstring Bag

24 Wooden Lantern Tokens



4 Spirit Animal Markers

4 Wooden Solo Lantern Tokens

Decoration Card

Decoration Card Iconography

Icons on decoration cards are scored at the end of the game.

Cat
At the end of the game put the Cat card on your Character card to cancel the effects of the Demon.
Gain **1** coin.

Spectral Tree
All decorations in a Character's line of sight lose their value if placed in the 8 tiles around the Spectral Tree.
Note: The Spectral Tree counts for the base game Tree set collection.

Special Garden Tiles

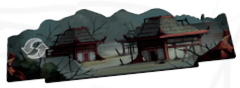
Haunted Temple: The edge does not need to match the edges of the adjacent tiles when placed. Additionally, all edges of the Haunted Temple enclose terrains. When placed gain one coin + one track advancement of your choice in the player board for each adjacent footpath.

Landscape Tiles

Before Set-up:

- Add all 4 additional Landscapes to every scenario.

Phoenix
The Phoenix icon on the Landscape can be considered as any Landscape icon and gives coins based on the preferences of the Character that sees it.

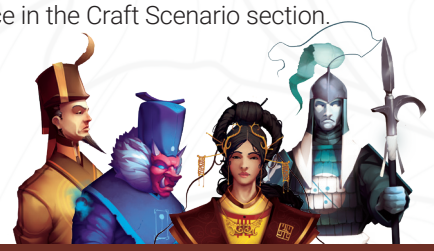


Ghost Village
Replace a Landscape tile already in play with a Ghost Village, then remove the replaced tile from the game.

Desolate Land
This Landscape tile has no Landscape icons.

Scenarios

- The following scenarios have been tested, but the rules can be mixed and matched.
- To create your own set-up follow the instructions and advice in the Craft Scenario section.



Dusk in the Garden

Tiles

Draw 15 tiles per type among all of the available tiles, discard the other tiles without looking at them.

Decorations

Add Butterfly, Duck, Cat, Spectral Tree.

Characters

Add Princess, Geomancer, Demon and Ghost Soldier.

Landscapes

Follow the base game rules.

Lanterns

They must all be switched off at the beginning of the game.

Uninvited Guest

Tiles

Draw 15 tiles per type among all of the available tiles. Discard the other tiles without looking at them. Place one of the two cat figurines on the unoccupied character spot. Remove the other cat from the game.

Decorations

Add Sancai Vase, Bonsai, Ninfea and Spectral Tree.

Characters

Add Emissary, Tao Priest, Fox Spirit and Ghost Soldier.

Landscapes

Follow the base game rules.

Lanterns

Use all 4 base game lanterns.

You can use the "Character Move" lantern to move the Cat on any available space on the board (but you do not get the 2 additional coins).

Special Rules

Players have the option to move the Cat figure onto a new available space after the main action, getting 2 coins. To move the Cat there must be an unoccupied Character spot on the last placed Garden tile or the last placed Decoration (Bridge or Pavillion) and it must be in a straight line with the current Cat position. The spot occupied by the Cat cannot be occupied by Characters at the same time.

The Haunted Temple

Tiles

Draw 15 tiles per type among all of the available tiles. Discard the other tiles without looking at them. Make sure that the Haunted Temple is among the Tao tiles.

Decorations

Add Cat and Spectral Tree.

Characters

Add Fox Spirit, Ghost Soldier, Demon and Medium.

Landscapes

Follow the base game rules.

Lanterns

Use all 4 base game lanterns.

Special Rules

It is possible to draw face-down Garden tiles. If a face-down Garden tile is drawn, it must be placed in the garden, otherwise the player will have to remove the tile from the game and skip its turn. When the Medium is taken by any player, reshuffle the Characters, excluding Spirit Characters on display so that all the remaining Spirit Characters are on top of the pile. Draw cards to fill the display if needed.

Final Scoring

At the end of the game, all Spirit Characters on the 8 tiles surrounding the Haunted Temple gain 2 coins.

Imperial Palace

Tiles

Draw 13 tiles per type among all of the available tiles. Discard the other tiles without looking at them. Add 4 Palace tiles to each corresponding pile, so that each pile is composed of 17 tiles. Shuffle each pile. Place the Spirit Animal boards around the game board. Start by placing the Azure Dragon Spirit Animal board in front of the first player. The first player indicates the east, where the sun rises. Proceed placing the rest of the Spirit Animal boards in clockwise order, following this sequence: The Vermilion Bird (south), The White Tiger (west), Green Turtle (north).Place all of the Spirit Animal markers on the first step of their respective path (first on the left).

Decorations

Add Cat and Spectral Tree.

Characters

Add Fox Spirit, Ghost Soldier, Demon and Medium.

Landscapes

Follow the base game rules.

Lanterns

Use the following 4 lanterns:

Special Rules

When a Palace tile is picked, players have two possible actions:

1. Advance 1 step on the Spirit Animal board corresponding to the symbol on the tile. Place the tile in front of you to begin building the Palace. Later, you may add new tiles to continue building the Palace, matching one gold or wood side. Each player may have a maximum of 4 palace tiles, and they must be placed in a grid of maximum 2x2 tiles,
IMPORTANT: If a Spirit Animal marker must advance 1 step forward on its board, being already at the end of the path , the Spirit Animal gets discarded from the game, losing its ability.

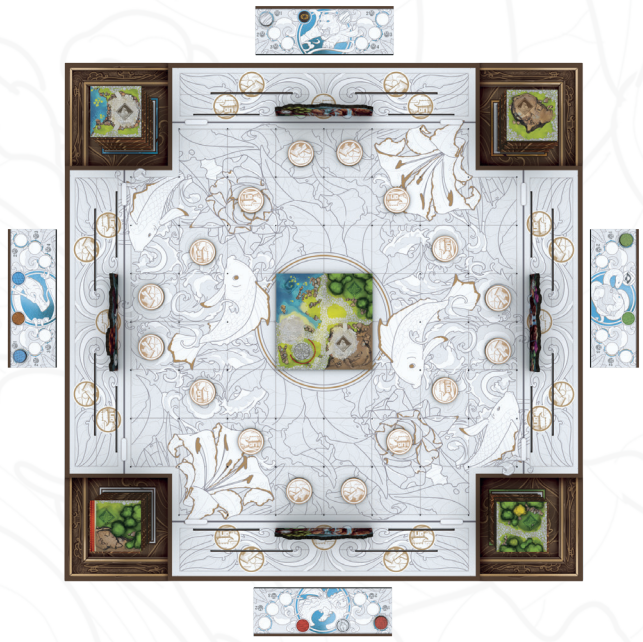
2. Discard the palace tile from the pile and choose one of the two Spirit Animal boards adjacent to the pile to advance 1 step forward with a Spirit Animal marker. Finally, get 1 coin.

After picking or discarding a Palace tile, players may spend 3 Landscape tokens (4 Landscape tokens in a 2-player game) to advance 1 marker on any Spirit Animal board.

Final Scoring

According to where the Spirit Animal marker is standing at the end of the game, each player will get additional coins. The Blue Dragon will score coins for each complete Wood icon on your Palace, the White Tiger will score coins for each complete Gold icon on your Palace; while the Vermilion Bird will score for each of your remaining active Lanterns, and the Green Turtle will score for each Bridge icon on your Decoration cards.

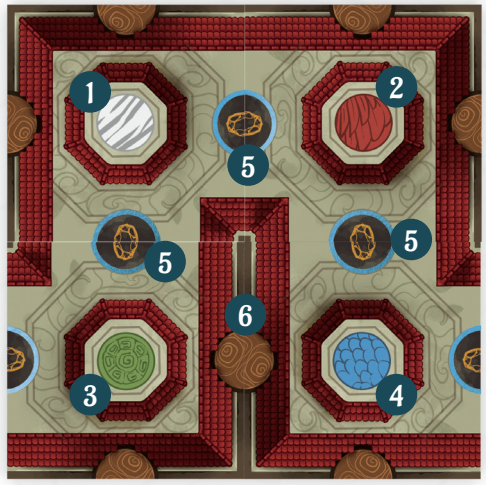
Imperial Palace: Board Set-Up



Imperial Palace: Complete Palace

(4 Palace Tiles)

1. White Tiger symbol
2. Vermilion Bird symbol
3. Green Turtle symbol
4. Azure Dragon symbol
5. Complete Gold icon
6. Complete Wood icon



Imperial Palace: Vermilion Bird track

1. The Vermilion Bird will score for each of your remaining active Lanterns

2. Spirit Animal icon

3. Spirit Animal marker

4. At the end of the game each active Lantern will score 2 coins.

Craft Scenario

Tiles

Always use between 14 and 17 tiles per type, or from 16 to 17 tiles if you wish to play with the Imperial Palace tiles, you must also include the Spirit Animal boards. You can include the Haunted Temple freely.

Characters and Decorations

Always include the Ghost Soldier. Cat and Demon must be added or removed together, and can never be separated. Medium, Fox Spirit and Spectral Tree can be added or removed independently, based on how much interaction you desire in the game.

Lanterns

Make sure to play with four Lanterns if you want to play with the Medium and/or the Demon, and especially if you are playing with the Imperial Palace. The "character/landscape choice" and the "character exchange" Lanterns ensure more interaction between players.

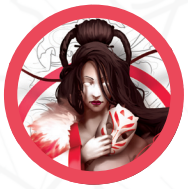
Landscapes

Always play with all of the landscape tiles from Ghost Stories, but remove the Ghost Village from the game if you dislike direct interaction.

Character Descriptions

DEMON

Character Skill: All the other players will need to pay you one coin to refresh exhausted Lanterns. If the player is unable to pay, the lanterns can't be refreshed. If players use the Butterfly ignore this Character Skill.
Sight Preference: Gain six coins.
When the Demon infests the garden all Characters lose one coin, or three coins if they are in his sight line, unless they have a Cat. This power is only valid for characters influenced by other players.



FOX SPIRIT

Character Skill: The Fox Spirit token can be placed on any Character influenced by any player, acquiring its skills and sight preference.

MEDIUM

Character Skill: Gain one coin every time a player (including yourself) uses the special ability of a Lantern.
Sight Preference: Gain eight coins.
All characters surrounding the Medium in a perimeter of 8 tiles lose one coin.

SOLDIER

Character Skill: Once per turn the player can spend a coin to eliminate a Decoration from the board, removing it from the game without affecting the score of the player who placed it. Decorations with Characters on them, cannot be removed.
Sight Preference: Gain three coins if the Ghost Soldier does not see any Wall icon in the active Landscape. Gain seven coins if the Ghost Soldier sees at least 1 Wall icon in the active Landscape.

Add ons

Apricot

The Apricot can be added to the base game, to any Golden Age and Ghost Stories scenario.

Apricot
At the end of the game the Apricot can be considered as an additional tree for a set-collection, which can be composed by a maximum of 5 trees. If you have six different trees, the sixth will be considered as the first tree of a new set-collection.

Swan

The Swan can be added to the base game, to any Golden Age and Ghost Stories scenario.

Swan
At the end of the game the Swan can be considered as any Decoration card of your choice.

If there happen to be more than one Swan at the end of the game, this effect will be activated following the order of the turns.

Wayfarer

The Wayfarer can be added to the base game, to any Golden Age and Ghost Stories scenario.

Character Skill: Once per turn, the player may go back a level of an element in their personal board to advance one level on another of their elements.
The wayfarer can't go back a level on one element if it is on a bonus space (coins or character).
Sight Preference: Gain one coin for each decoration in the Wayfarer's line of sight, his line of sight is considered to be in all four directions.

Herbalist

The Herbalist can be added to the base game and to any Golden Age scenario, making sure to have all three Temple tiles among the Tao tiles that will be used.

Character Skill: Once per turn, the player may place one of his three herbs tokens on the card of another character in play or any character available in the reserve, to use his ability until the end of the turn.
The player can skip a turn to recover the used tokens, however, if a herb token is not recovered with this action it will remain on the card until the end of the game.
Sight Preference: Gain five coins for each garden tile with a temple in the Herbalist's line of sight.

Scenarios

Herbalist

Tiles

Use only fifteen tiles of each type, but make sure you have all three Temple tiles among the Tao tiles that will be used.

Decorations

Use all the decorations from the base game and the Golden Age expansion.

Characters

Place the Merchant back in the box, then add Herbalist, Gardener, Princess, Musician, Tao Priest and Emissary to the base game.

Landscapes

Follow the base game rules.

Lanterns

Use the following 4 lanterns:

Special Rules

If a player chose to place a decoration in the previous turn, before revealing new tiles place one coin next to each stack, keeping the tile face-up. During the game there could be more than one coin next to each stack.

If a player chooses a tile, they also take the coins next to that tile, while the rest of the coins remain in place.

When you draw decorations, always draw an additional card (three cards plus one card for each hidden tile).

Final Scoring

All characters in the garden will gain 2 additional coins, if there are at least four decorations in their line of sight.

At the end of the game, all characters gain one coin for each herb token on their card.

In the Tang Garden: Seasons expansion,
players will explore numerous new scenarios
which add significant changes to the base game.
Players may find themselves cooperating to win or lose
together, competing to collect the most falling leaves,
or even constructing beautiful Pagodas within the gardens.
With each scenario, there are new components
and mechanics that create entirely new experiences
as players collectively create the Imperial Garden.

Most of the components included in this expansion may be used
in any scenario. There is also a list of different components
with suggestions on how to use them at the end of this rulebook.
We encourage players to use these suggested scenarios first before
exploring the numerous combinations these new components provide.

Tang Garden
seasons

Summer scenario

Overview

The Emperor and Lady have strong opinions about how this garden area should be created and have instructed all the architects to work together to realize their vision entirely. When playing this scenario, all players must work as a team because they will collectively win or lose the game together. The Emperor and Lady have two Supervisors who must oversee all terrain additions to the garden, so players must plan ahead to coax the Supervisors in the best directions to complete the Emperor and Lady's many specific requests. They will be keeping a close eye on the progress, and if they disapprove of the architect's decisions too many times, the architects will all be replaced in their duty and lose the game!

This scenario can also be played solo, and the changes needed for this will be highlighted in this color.

Colored Bases

It is recommended that all colored bases be removed from the miniatures at the start of the game and each player should take a set of bases in their color during setup. Each time a player gains a miniature, they should snap their color base to the bottom. The colored bases show an arrow that is used to help show the direction that miniature is facing once they are place into the garden.

Clear Flying Lantern Bases

Attach one transparent base to the bottom of each Flying Lantern token before playing with them for the first time.

Components

12 - Request Tiles

1 - Summer Central Tile

1 Actress Character Miniature

1 - Actress Character Card

2 - Supervisor Tokens

8 - Request Markers

4 - Lantern Tokens: Combo action (one per player)

4 - Scenario Player Aids

4 - Approval Tokens

6 - Viewpoint Decoration Tokens

9 - Viewpoint Decoration Cards

1 - Lantern Token: Neglect Character spot

Setup

Proceed with the setup steps for the base game, adding to specific steps as explained below:

1. Place the Summer Central tile at the center of the board, the base game Central tile will not be used. The Summer Central tile may be oriented in any direction.

1.1 Place the Supervisor tokens on the starting tile, one on each of the available Character spots.

5. Remove all base game Pavilion miniatures and cards to the box. Then, add the 6 Viewpoint Decoration tokens to the other decorations and add the 9 Viewpoint Decoration cards to the Decorations deck.

No other Decoration cards of any type may be added to the Decorations deck.

6. All players will replace the **Move a character**[02] Lantern token with the **Combo action Lantern token**[07].

6.1 Give each player a Scenario Player Aid.

Solo: Only set up one player's board and area.
All other player components are returned to the box.
Remove the following 2 Lantern tokens from the player board: **Double Decoration**[01] and **Double Tile Placement**[03].

7. Search for the Emperor and Lady Character cards and place them face-up on the table. Shuffle the Actress Character along with the rest of the Characters into the deck and place the corresponding Lantern token (**Neglect character spot**[06]) near the Character display.

7.1 Place the two drawn Character cards face-up next to the Emperor and Lady so that there are four cards shown.

9. Always place the Landscape tokens on the board using the 3 & 4 player layout.

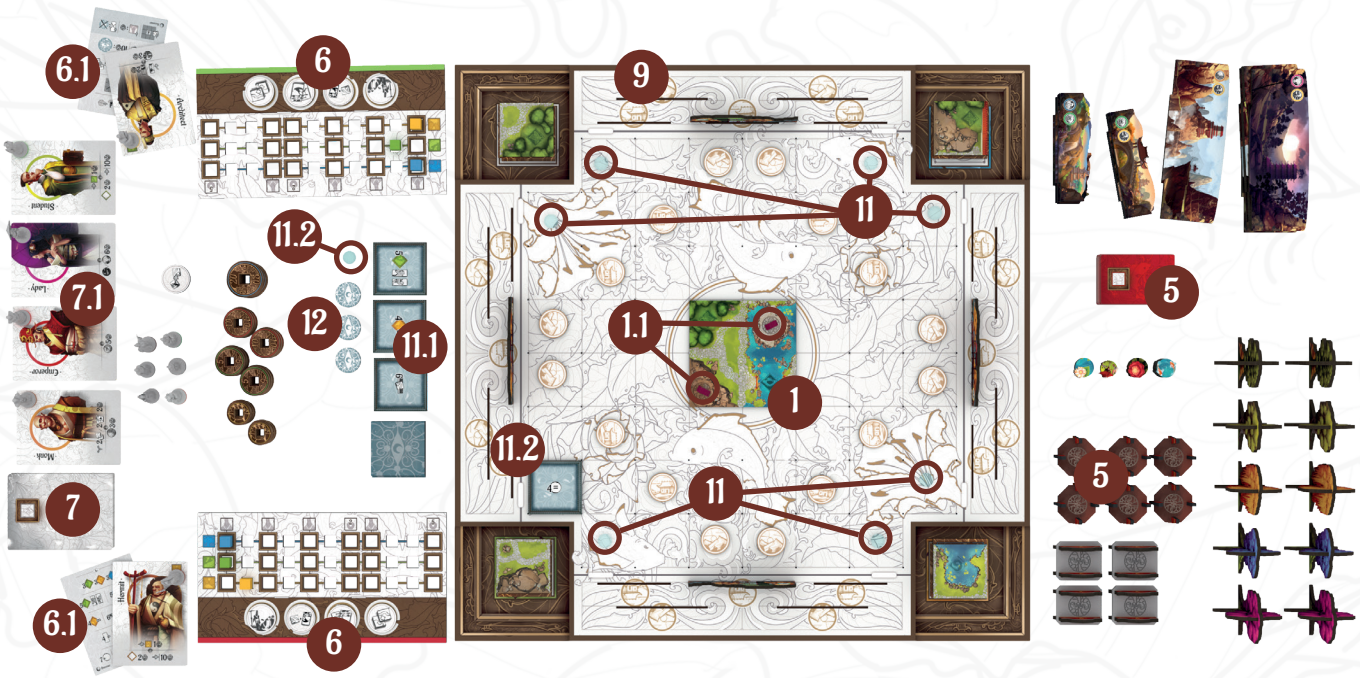
11. Place the Request markers so that there is one on each square touching the corners of the garden area.

11.1 Shuffle the Request tiles and flip the top 3 face-up next to the stack to create the Requests display.

11.2 Players will draw an additional Request tile and decide together where to place it by replacing one of the Request markers with the recently drawn tile. Place the Request marker near the Request display.

12. Choose one of the following difficulty levels and place the indicated number of Approval tokens nearby with their eye symbol facing up.

Easy - 4 Approval tokens
Normal - 3 Approval tokens
Hard - 2 Approval tokens



Gameplay

Each player will perform their turns in clockwise order just like the base game, but the key difference is they may all discuss and work together on these turns because everyone wins or loses together. There are new restrictions that limit where garden tiles can be placed, but there are also new optional actions that can be used to help achieve the Emperor and Lady's wishes.

While the players must discuss and work together, the final decision for each turn is made by the active player, and all spent coins must come only from the active player's supply.

Building the Garden & Supervisors

Each time any player adds a new Garden tile to the board, it must be placed orthogonally or diagonally adjacent to at least one Supervisor.

Garden tiles can **never** be placed onto Request tiles or Request markers.

For tile placement purposes, Request tiles have walls on all sides.

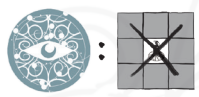
New Optional Actions

There are six new optional actions players may use during their turns. Several of these cause disapproval, which exhausts one Approval token. This is done by selecting any Approval token showing the eye symbol and flipping it over. Use these disapproval actions carefully since they go against the Emperor and Lady's wishes, and too much disapproval will cause all the players to lose the game.

Move Supervisor

Exhaust one Approval token to move a Supervisor token to any unoccupied Character spot in the garden (on tiles, bridges, viewpoints, or pavilions).

Ignore Supervisors



Exhaust one Approval token when placing a Garden tile in order to ignore the Supervisor's restriction. The Garden tile may be placed orthogonally adjacent to the Central tile or any other Garden tile in the garden.

Swap Request Tiles

Exhaust one Approval token to swap a Request tile that is not completed from the board with one from the Request display.

Place a Request tile

10 :

The active player may spend 10 of their own coins to take any face-up Request tile from the display and place it onto a board location where a Request token is present. Remove the Request token and place it near the Request display. Then refill the Request display with a new tile so that there are 3 face-up tiles.

Solo: This action costs 15 coins instead of 10.

Refresh Approval Token

10 :

The active player may spend 10 of their own coins to refresh an Approval token that has been exhausted. Flip the token so that the eye symbol is face-up.

Solo: This action costs 15 coins instead of 10.

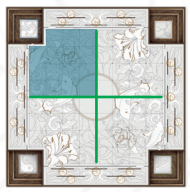
Complete a Request tile

:

The active player may complete any Request tile that is currently on the Garden board and that does not have a Request marker on top of it.

In order to complete the Request tile, the condition printed on the tile must be met. There are two different types of conditions: quadrant and landscape.

When a Request tile's conditions are met, place a Request marker on top of the tile to show that it is complete. Each Request tile can have at most 1 Request marker which means they can be completed exactly once. Finally, refresh 1 Approval token if possible.



QUADRANT CONDITIONS

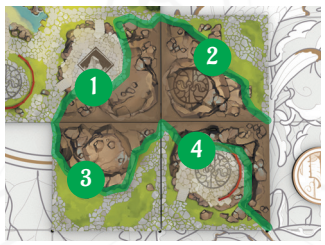
Each quadrant condition shows one or more icons that must be present (the indicated amount or more) within the same quadrant of the Garden board as that Request tile.

3 greenery, 3 rocks, and 3 water appearing on Garden tiles.

5 greenery appearing on Garden tiles, 1 fish decoration, and 1 bird decoration.

5 water appearing on Garden tiles, 1 peonies decoration, and 1 lotus decoration.

4 rocks appearing on Garden tiles in a connected group where each is adjacent to at least one other. These rocks do not need to be within an enclosed area.



3 placed Characters.

3 pavilion decorations.

6 tiles with walls. Request tiles found on the quadrant are also considered to be walls for this requirement.

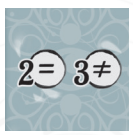
LANDSCAPE CONDITIONS

Each landscape condition shows one or more icons that must be present (the indicated amount or more) on Landscape tokens within the closest Landscape area to the Request tile.

4 different decorations.

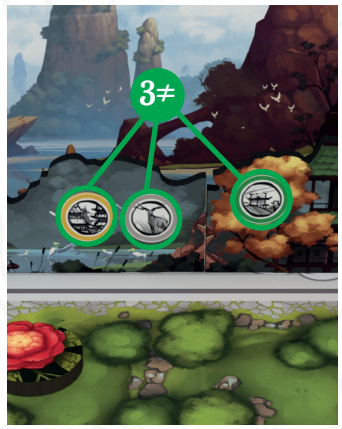
4 trees of any type.

7 or more icons, any type.



2 or more identical icons and 3 or more different icons.

4 or more identical icons.



Decorating the Garden

In this scenario, players will gain Decoration cards and place Decoration tokens according to the base game rules, but their purpose has changed. Instead of gaining coins, players will only use placed Decoration tokens for fulfilling Request tile conditions, advancing on tracks, and adding new Character spot options to the garden. This means that once a player has used a Decoration card to place a new Decoration token into the garden, they may discard the card since it no longer has any effect. **Decoration cards provide no coins to players.**

:

When performing a "Place a Decoration" action, if none of the drawn Decoration cards allow for a Decoration token to be legally placed on the board, then discard all drawn Decoration cards and exhaust 1 Approval token.

Solo: If the player's advancement token is on the farthest right location, then they gain 1 coin for each additional advancement on this track for the rest of the game.

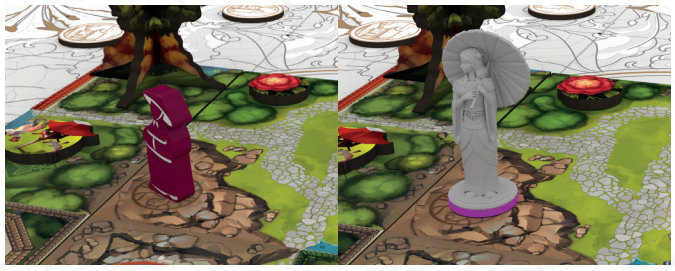
Influencing Characters

:

In this scenario, players will influence Characters according to the base game rules, but the timing of how they score is different. Once a Character miniature is placed into the garden, the active player **immediately** gains coins based on that Character's scoring condition on the card. That Character card may now be discarded since it no longer has any effect.

EMPEROR AND LADY

The Emperor and Lady begin the game watching the garden's construction from afar but may decide to take on a more active role as the game proceeds. The Character cards for each start the game face-up in the display, and players may influence them like any other character, with one key exception. The Emperor and Lady miniatures must replace Supervisor tokens in the garden, even if the tile is occupied or there is no Character spot on that tile. The Supervisor token is removed from play, and the Character immediately scores coins for the active player, but players will now have one less Supervisor to place Garden tiles next to. If the Emperor and Lady have both been placed, then there will be no more Supervisors, **and** all further Garden tile placements are only possible by using the **Ignore Supervisors** free action.



Winning and Losing

The game will end immediately once one of several conditions has been met.

All players win

- Immediately, once 8 Request tiles on the garden board have been completed.

All players lose

- Immediately, if an Approval token must be exhausted, but none shows the eye icon.
- If the Decorations card draw deck is empty at the **end of any player's turn**.

Autumn scenario

Overview

Autumn has arrived, and the beautiful multi-colored leaves of the surrounding trees have begun to fall. As the architects work on the garden, they will sweep these leaves up and try to keep the most beautiful ones for themselves.

In this scenario, players will collect fallen leaves and make difficult decisions about where to place them. Every leaf will increase their endgame value by donating them. This makes the matching leaves they already have worth more coins, but it also increases the value of opponents' matching leaves, so they must pay close attention!

Components

5 - Bags

1 - Painter Character Miniature

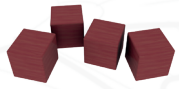
1 - Painter Character Card

8 - Decoration Cards (4 kingfisher, and 4 bamboo)

4 - Lanterns Token: Draw 3 additional decoration cards (one per player)

4 - Scenario Player Aids

32 - Leaf Tokens (8 yellow, 8 red, 8 blue, & 8 green)


4 - Red Cubes

4 - Autumn Player Boards

6 - Kingfisher/Bamboo Decoration Tokens

Setup

Proceed with the setup steps for the base game, adding to specific steps as explained below:

4. Shuffle the 4 Kingfisher and 4 Bamboo Decoration cards in with the rest.

5. Add the 6 Kingfisher/Bamboo Decoration tokens to the supply along with the other Decoration tokens.

6. Each player places their **Move a Character**[02] Lantern token back in the box and replaces it with a **Draw 3 additional Decoration cards**[05] Lantern token.

6.1 Each player places a Autumn Player Board directly above their Player board. Each Autumn Player Board has identical and asymmetric sides. All players must choose the same side type and place that chosen side face-up in front of them. They then place a red cube onto the location which shows a number of dots equal to the number of players. Players do not gain any benefits listed above where the red cube was placed.

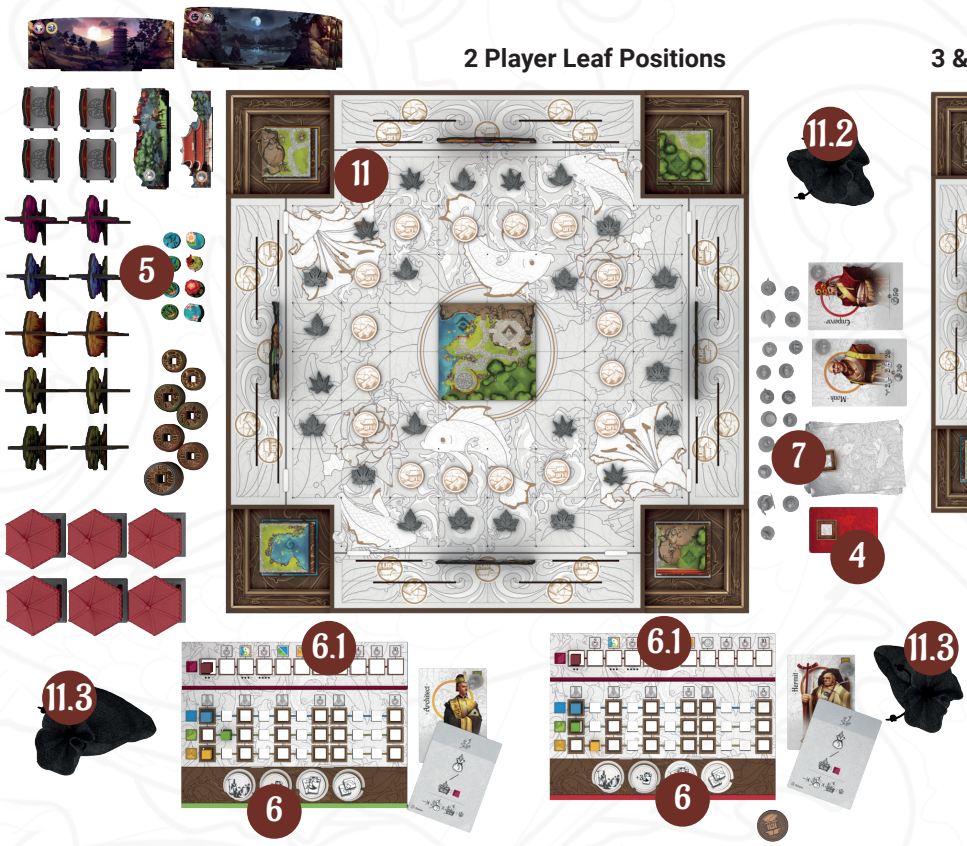
7. Shuffle the Painter Character along with the rest of the Characters into the deck.

11. Place two of each Leaf token color near the Garden board. Place the rest of the Leaf tokens into a bag, this will be referred to as the Donation bag from now on.

11.1 Randomly remove Leaf tokens from the Donation bag and place them on the Garden board by following the image below for their positions. The Donation bag should be empty after this step.

11.2 From the pile of set aside Leaf tokens, place 1 Leaf token of each color (4 total) into the Donation bag. From the remaining four Leaf tokens, place one each into different empty bags. These will be referred to as Scoring bags from now on.

11.3 Each player takes one random Scoring bag and places it in front of them. Players may always look inside their Scoring bag, but may not look inside any other bag. Any unpicked Scoring bags should be placed into the box with their Leaf tokens remaining hidden inside.



Gameplay

Gaining Leaf Tokens

Whenever a player places a Garden tile onto a location with a Leaf token, they should remove it and then immediately choose to either donate or score it.

Donate the Leaf

Place the Leaf token into the Donation bag **without** looking at any Leaf tokens already within the bag. Leaf tokens within the Donation bag will affect how many coins each player's scored Leaf tokens are worth once the game is over.

The player immediately moves their red cube one space to the right on their Autumn Player Board and gains the benefit above the new location. If the red cube is already on the right-most location, the player may still donate a leaf but will gain no further benefits.

Score the Leaf

Place the Leaf token into the active player's Scoring bag. All Leaf tokens within the Scoring bags will be worth a variable number of coins at the end of the game, depending on which Leaf tokens are within the Donation bag.

Endgame Leaf Scoring

In addition to all base game scoring, players will gain coins for the Leaf tokens they have within their Scoring bag. Each player must reveal and remove all Leaf tokens from their Scoring bags and then do the same for the Donation bag.

Each Leaf token players have will gain them coins equal to the number of color-matching Leaf tokens that were in the Donation bag.

Red 2x4= 8
Green 1x3= 3
Yellow 2x1=2
Blue 0X1=0
Total = 13

Autumn solo scenario

Setup

Proceed with the setup steps for the base game, adding to specific steps as explained below:

2. Place the 28 Drop tokens, one per space, onto each of the perimeter spots on the Garden board. Then place random pairs of Leaf tokens onto the indicated locations of the Garden board.

4. Before shuffling the Decorations deck, remove all nine Pavilion decoration cards and return them to the box. No other Decoration cards of any type may be added to the Decorations deck.

6. Only use the following 2 Lantern tokens: **Double Tile placement**[03] and **Select character/Landscape**[04] from the base game.

9. No landscape tokens will be used, place all of them back into the box.

11. Separate the Sunset cards into Light (A) and Dark (B) decks and shuffle each separately. Place these two decks face-up near the Garden board.

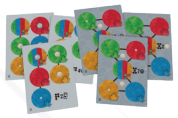
Overview

Autumn has arrived, and the beautiful multi-colored leaves of the surrounding trees have begun to fall. One architect has been tasked with working on the garden, and they will sweep these leaves up and save the most beautiful ones to be admired later. The architect is racing against time because they must complete the Garden before their resources are depleted.

Components

32 - Leaf Tokens (8 yellow, 8 red, 8 blue, & 8 green)

28 - Drop Tokens



6 x Sunset Cards (3 light & 3 dark)

Gameplay

This scenario challenges one player to build the Garden quickly while adding a new puzzle to consider. In this, they must remove specific Leaf tokens in order to gain the best rewards. Decoration cards are removed from the deck after doing several actions, and the player loses if they ever **run out of Decoration cards** or **if any Garden tile stack is depleted**.

Build the Garden Action & Leaf Tokens

Whenever the player builds a Garden tile, they must take and activate both Leaf tokens that were on that spot.

Each taken Leaf token is placed onto a face-up Sunset card, one token on the Light card and the other on the Dark card. Leaf tokens are placed onto the colored circles, and the colors **do not** have to match. Each colored circle can hold one Leaf token.

The first Leaf token placed on a Sunset card must go onto a colored circle with a small white dot in the center.

All subsequent Leaf tokens must be placed onto colored circles that are connected to occupied colored circles with a line.

If a Leaf token is placed onto a colored circle with a bonus icon, the player only gains that bonus if the Leaf token and the colored circle are the same color or if the colored circle shows all four colors.

If there is a bonus icon surrounded by multiple colored circles, the player only gains that bonus once all surrounding circles are occupied and if they all match their Leaf tokens.

Draw decoration cards based on the indicated number, take 1 and discard the rest.

Place the indicated number of Landscape tiles of the indicated type.

Once all five colored circles are occupied, the player gains the completion bonus only if all five placed Leaf tokens match their colored circles. After potentially gaining the completion bonus, all five Leaf tokens are removed from the game along with the Sunset card they were on. In the rare case that a player takes Leaf tokens but has no remaining Sunset cards to place them on, the Leaf tokens are removed from the game with no effect.

Refreshing Garden Tiles Change

After refreshing the Garden tiles stacks, draw a number of Decoration cards equal to the number of Garden tiles that were flipped over and remove these cards from the game.

Placing Pavilion Decorations

Each time a Garden tile is placed that shows a Pavilion icon, immediately put a Pavilion Decoration token on top of this icon.

Place a Decoration Action Change

After completing a Place a Decoration action, remove from the game all face-up Garden tiles on the corners of the Garden board. Then refresh the corners so that 4 new Garden tiles are face-up. Do not remove any Decoration cards as a result of flipping these Garden tiles.

Influence a Character Change

After selecting a Character card during an Influence a Character action, the player must do one of the following:

- If a Lantern token was used to pick a Character from the deck, then there are no additional steps to perform.
- If a face-up Character was taken, then remove the other face-up character from the game and then draw 2 Character cards from the deck and place them face-up near the Garden board.
- If the influenced Character was taken from the top of the deck, then draw the top Character card from the deck and remove it from the game without looking at it.

Merchant Character Change

When playing this scenario, there will not be a Decoration card discard pile. This means the Merchant Character's effect of spending a coin to draw from the top of the discard pile is ignored.

Endgame Trigger & Scoring

Once any of the endgame triggers have been met, the game will end immediately. Depending on how the game ends, the player may score endgame coins as normal or instantly lose.

Instant Loss Conditions

- One of the four piles of Garden tiles is depleted.
- The Decoration cards deck is depleted.

Scoring Conditions

As long as at least one of the following conditions is met, the player may proceed with gaining endgame coins:

- All spaces on the Garden board are occupied with Garden tiles or Drop tokens.
- All six Sunset cards have been completed.
- If the cube on at least one element track on the Player board has reached the right-most spot.

Scoring Evaluation

After scoring all endgame coins, the player will either lose the game or win and gain the appropriate title:

- **Less than 85 Lose the game**
- **85 Royal Architect**
- **100 Grand Architect**
- **120 Imperial Architect**

Winter scenario

Overview

Winter has arrived, and with it, players will be focusing on expanding the garden around the palace to protect them from the cold. The palace is large, and this leaves less area in the garden for outside features and decorations. Fortunately, players are also interested in improving the palace itself by expanding the roof to gain powerful bonuses as well as laying claim to the best corner with their dragon statue.

Components

4 - L-shaped Roof Tiles

16 - Roof Garden Tiles

1 - Central Roof Tile

4 - Dragon Wooden Tokens (one per player)

4 - Scenario Player Aids

1 - Counselor Character Miniature

1 - Counselor Character Card

4 - Lantern Tokens: Neglect Character spot (one per player)

4 - Lantern Tokens: Draw 3 additional decoration cards (one per player)

4 - Dragon Discs (1 yellow, 1 green, 1 blue, and 1 gray)

16 - Roof Decoration Cards

Setup

Proceed with the setup steps for the base game, adding to specific steps as explained below:

2. Place the Central Roof tile in the center of the garden board with the Winter Scenario side facing up. It can be oriented in any direction. You will not use the starting tile from the base game.

2.1 Place the 4 L-shaped Roof tiles around the Central Roof tile so that the 5 tiles create a 4 x 4 grid which is now called the Roof Area. The L-shaped Roof tiles can be placed in any order around the Central Roof tile.

2.2 Place the matching Dragon discs onto each colored circle icon on the corners of the 4 L-shaped Roof tiles.

3. After separating the four types of base game Garden tiles, randomly remove 4 tiles from each stack and place them back in the box without revealing them. Then sort the Roof Garden tiles into 4 sets based on the icons on their backs.

Shuffle each set of Roof Garden tiles into the matching set of Garden tiles.

4. Shuffle the 16 Roof Decoration cards into the Decoration cards deck.

6. Each player places their **Double Decoration**[01] Lantern token and **Move a Character**[02] Lantern token back in the box and replaces them with a **Draw 3 additional Decoration cards**[05] Lantern token and a **Neglect Character Spot**[06] Lantern token.

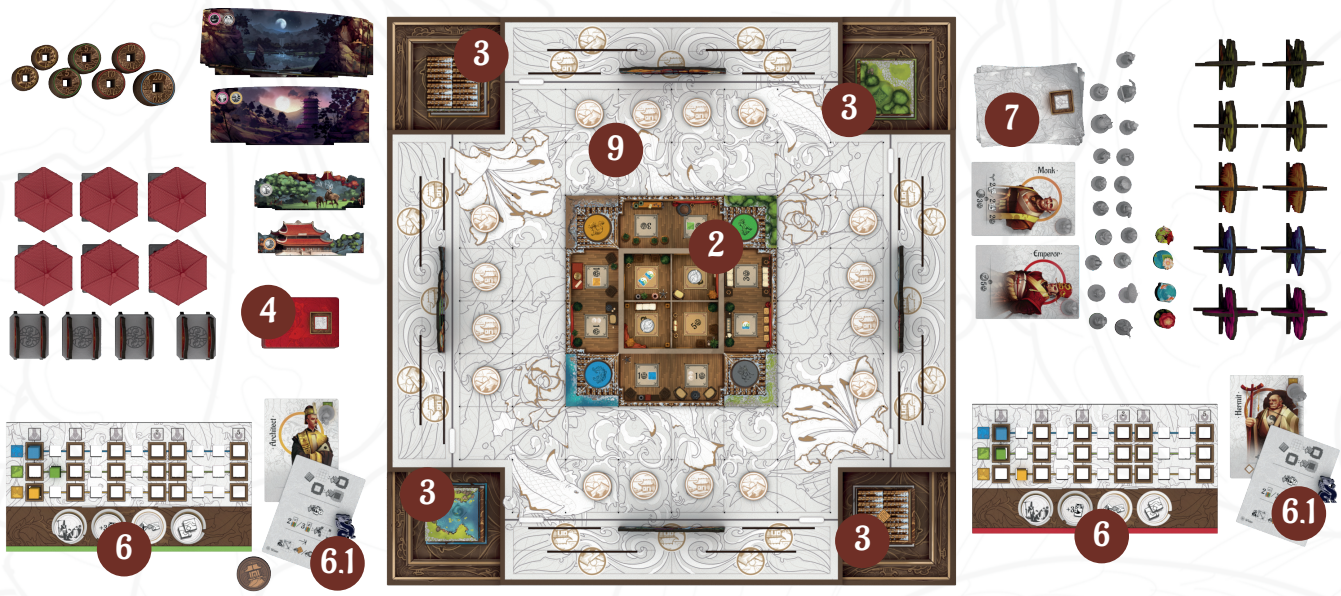
6.1 Give each player 1 Dragon token and 1 Winter Scenario Player Aid.

In games with 2 players, give each player 2 Dragon tokens.

7. Shuffle the Counselor Character card into the deck of Character cards after players have gained their starting Character card.

Add the Counselor Character miniature to the rest of the Character miniatures.

9. Place the landscape tokens in the following pattern on the board regardless of player count.



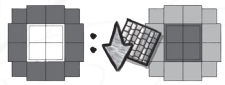
Gameplay

In addition to expanding the garden features, players will also be constructing roof sections onto the palace. Each player has one or two Dragon tokens that they may use to reserve Decoration cards as well as to claim corners of the palace for endgame coin scoring. Roof Decoration cards can be gained, and they are used to place Dragon tokens onto the Roof Area.

Placing Roof Garden Tiles

Each stack of Garden tiles has 4 Roof tiles shuffled within it. Whenever a Roof tile is at the top of a stack, players can select it when performing a **Build the Garden** main action and place that Roof tile onto the palace.

Roof tiles must be placed in empty locations on the 4x4 Roof Area in the middle of the Garden board. If there are any open Roof tile spots on the perimeter, then the Roof tile must be placed into an open spot on the perimeter (A).



Once 8 Roof tiles have been placed, the perimeter will be full, and all future Roof tiles must be placed onto any open spot in the central locations of the Roof Area (B).

A

B

After placing a Roof tile, the player gains all rewards that were covered by the tile. If multiple reward icons are present, then all rewards are gained by the player. These rewards include gaining coins, advancing on terrain tracks, and refreshing Lantern tokens.

Note: The orientation of Roof tiles has no impact on gameplay.

Reserving a Decoration with a Dragon

Due to the garden area being smaller, it can be more challenging to place Decoration tokens into the garden surrounding the large central palace. Because of this, players may utilize their unplaced Dragon tokens to reserve one Decoration card each, which they may activate later in the game at a more opportune moment.

Each time a player gains a Decoration card, they may choose to place it under one of their unplaced Dragon tokens as long as there was no Decoration card already under that token.

Decoration cards under the Dragon token are considered to be reserved, and they are not activated until the player chooses to activate it as an **optional** action on a future turn. When a reserved Decoration card is activated, the player places it with their other Decoration cards and places a Decoration token into the garden following the restrictions on the card.

Players are allowed to discard a reserved Decoration card without performing its effect in order to make space for a new reserved Decoration card.

It is not possible to reserve a Roof Decoration card.

Roof Decorations

There are 16 Roof Decoration cards shuffled into the Decorations deck, and players will have the opportunity to take them when performing **Place a Decoration** main actions.

Unlike other Decorations, Roof Decorations do not immediately add Decoration tokens to the Garden board. They immediately gain the player one coin as well as a track advancement or landscape token, according to the icons in the top right of the card. After this, the player places the Roof Decoration card with their other Decoration cards, where they will either be worth 1 coin at the end of the game or be discarded with other Roof Decoration cards to place a Dragon token on the roof.

Each time a player collects a pair of identical roof Decoration cards or a triplet of all different Roof Decoration cards, they must attempt to place a Dragon token if they have one available. Dragon tokens are placed onto the corners of the Roof Area, but only if there is a colored disc on that corner.

When the player has a pair of identical Roof Decoration cards, the color of the disc must match that color. When the player has 3 different colored Roof Decoration cards, the disc color only has to match one of the Roof Decoration card colors.

If there is a colored disc on the roof that matches the player's Roof Decoration cards, and the player has an unplaced Dragon token, they must discard the set of Roof Decoration cards. Then the player removes the colored disc and places their Dragon token onto that corner. They keep the colored disc in their area as a reminder for endgame scoring.

If the player's Dragon token was reserving a Decoration card when it was placed, the player must immediately activate that Decoration card by placing the correct Decoration token onto the board or discard the card.

Endgame Scoring

Follow the base game scoring rules, with the following additions:

- Each player who has placed one or more Dragon tokens onto the Roof Area will now score each of them. They can use the colored disc they took to remember which corner their Dragon token is in.
  For each Dragon token, players will count the number of circle icons in the same row, column, and diagonal as that placed Dragon token. Then they count the number of diamond icons in the same pattern.

  Players then take the number which is greater between the seen diamonds and circles and multiply that by 2. They then take that number of coins from the supply.

- Each Roof Decoration card players have at the end of the game is worth 1 coin from the supply, as indicated by the icon at the bottom of the card.
- For endgame Character scoring purposes, each Dragon token in their line of sight is worth 1 coin, just like any other Decoration.

Spring scenario

Components

1 - Vanquisher of Ghosts Character Miniature

36 - Bidding tokens

1 - Vanquisher of Ghosts Character Card

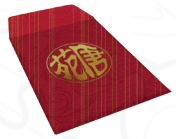
12 - Nocturnal Small Landscape Tiles

11 - Lantern Decoration Cards

1 - Bidding Pad

2 - Lantern tokens: Combo Action

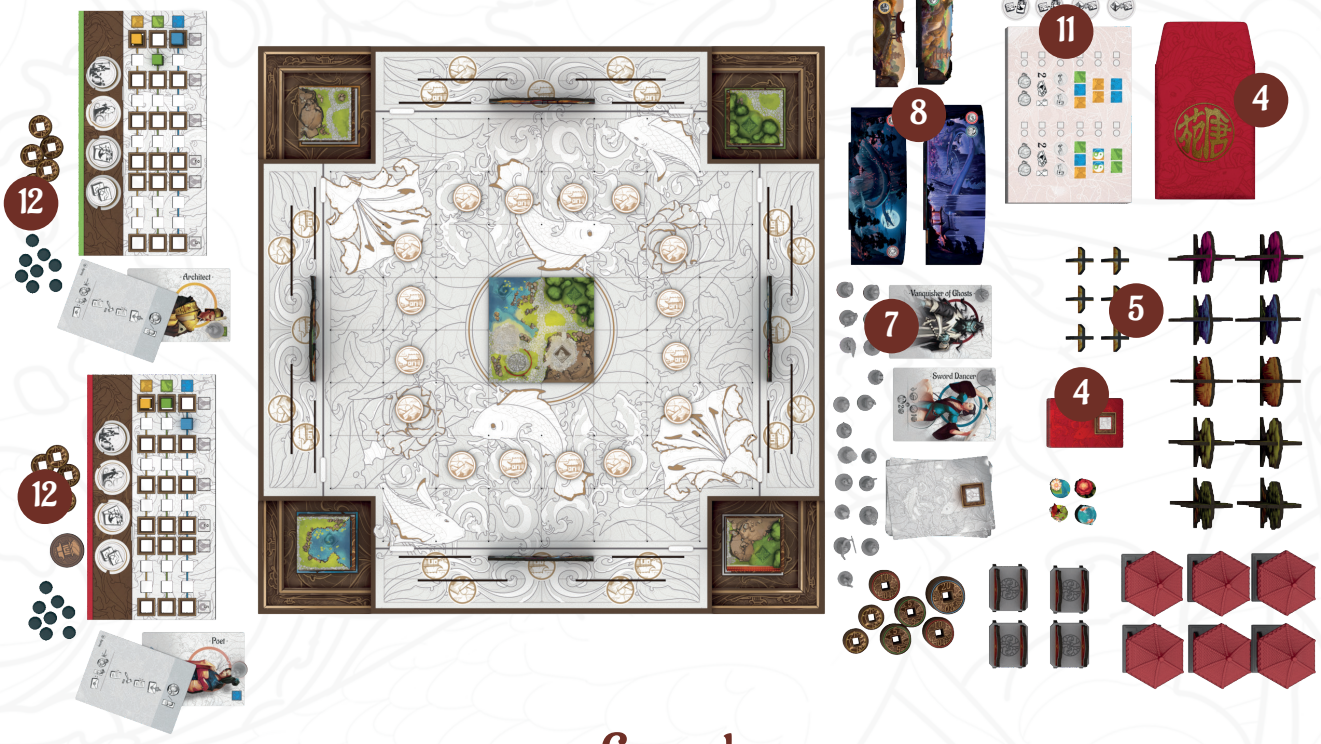
2 - Lantern Tokens: Neglect Character Spot


1 - Hong Bao Envelope

8 - Nocturnal Large Landscape Tiles

6 - Lantern Decoration Tokens

Setup



Proceed with the setup steps for the base game, adding to specific steps as explained below:

4. Randomly place 1 of the 11 Lantern Decoration cards into the Hong Bao envelope without revealing it to any players. Then shuffle the remaining 10 Lantern Decoration cards into the Decoration deck.

5. Place the Lantern Decoration tokens with the rest of the Decoration tokens.

7. Shuffle the Vanquisher of Ghosts Character into the Character deck.

8. Place the 8 Large Landscape tiles and 12 Small Landscape tiles back in the box (they are not used in this scenario) and use the Nocturnal Landscape tiles instead.

11. Place the Hong Bao envelope and Bidding pad near the Garden board. Place 2 **Neglect Character Spot**[06] Lantern tokens and 2 **Combo Action**[07] Lantern tokens near the Bidding pad. If there are markings on the top page of the Bidding pad, then remove the page so that an unmarked page is on top. Place one marking implement (pencil, pen, etc.) nearby, this is not provided with the game.

12. Each player gains 5 coins from the supply.

Overview

The Lantern Festival has arrived, and the architects may now add these wonderful glowing decorations to the garden. Each lantern provides them with a chance to buy powerful rewards if they choose to pay the most for them. Everyone loves to gaze at lanterns while admiring the garden, and each architect will strive to place them in the best locations for their influenced visitors.

Gameplay

Players will be able to add lanterns as a new type of decoration to the garden. Each of these may be placed onto any type of decoration area icon, and all characters are interested in seeing as many of them as possible. Once per turn, when a new lantern is added to the garden, the Lantern Decoration card will be added to the Hong Bao envelope. Once the game is over, the player whose characters see the most different lanterns will gain all of the coins depicted on the Lantern Cards within the envelope! In addition to this, once per turn, when a lantern is added to the garden, all players will participate in a simultaneous auction to gain powerful rewards.

Lantern Decorations

Within the Decoration deck, there are 10 Lantern Decoration cards. The bottom area of each Lantern card must always be kept secret, so all drawn Decoration cards must stay hidden from opponents in case any are Lantern cards. The Decoration discard pile remains public knowledge, so any discarded Lantern cards will be seen by all players.

Whenever a player chooses a Lantern Decoration card, they must first reveal the top half to their opponents while hiding the bottom half in their hand. That player then gains the shown advancement for one of their tracks as well as 1 coin. They then place a Lantern Decoration token, if one is available, onto any open Rock, Greenery, or Water area on a Garden tile that does not already have any Decorations.

After this, the player must place the Lantern Decoration card into the Hong Bao envelope. The details of cards within the envelope must stay hidden, so the card must be added carefully so that no players can see inside of it.

Lantern Auction

There will always be an auction immediately after any player's turn where either of these conditions happened:

- **At least one Lantern Decoration card was added to the Hong Bao envelope.**
- **A Nocturnal Landscape tile with a lantern icon was placed on the Garden board.**

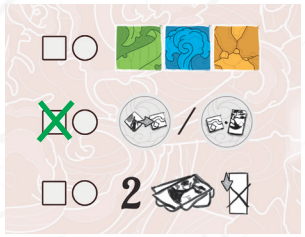
The player who just finished their turn will begin the auction by taking the Bidding Pad and secretly marking what the auction reward will be. They must select any reward that has an empty square box next to it and fill in that box with a pen. After this, the pad should be placed facedown in front of that player so that no one can see which reward was selected.

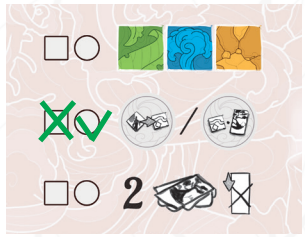
After this, each player must announce the total number of coins they have in their supply. Then they must simultaneously and secretly place any number of Bidding tokens into one hand as their auction bid. Players must keep their coins hidden from their opponents at all times. Players are allowed to place zero Bidding tokens in their hand but should still pretend to place tokens in order to deceive their opponents.

Once all players are ready, they must all simultaneously reveal the number of Bidding tokens in their hands. Then, all players who revealed a number of Bidding tokens that match any other player's revealed amount immediately lose the bid and return their Bidding tokens back to the supply.

The remaining player with the highest number of Bidding tokens wins the auction. If, at this point, no players have any revealed Bidding tokens left in their hands, then the player with the Bidding Pad wins the auction (even when bidding 0 tokens). The auction winner must pay coins equal to their revealed Bidding tokens into the supply.

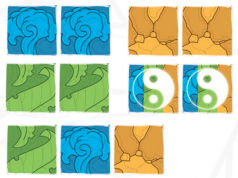
The Bidding Pad is now flipped face-up, and the auction winner will gain the rewards associated with the icon with a marked square box and empty circle. After taking the reward, mark the empty circle next to the marked box so that this reward cannot be chosen for the rest of the game.





Auction Rewards

There are several types of rewards that may be selected on the Bidding pad. Each of these is explained below:



Gain the indicated number of track advancements.

Gain 1 Special Lantern token of either type. The player places this token face-up near their other Lantern tokens, and it follows the base game rules.

Choose 2 cards from the Decoration discard pile. Place both of these cards face-up in front of you **without** gaining any bonuses or placing a Decoration token onto the Garden board.

Refresh up to 2 facedown Lantern tokens.

Endgame Scoring

In addition to the base game scoring options, the Hong Bao envelope will also be scored. To do this, each player must count the number of lanterns within all of their Character's line of sight. This includes any Lantern icons on the Nocturnal Landscape tiles that Characters are facing. Each Lantern token and icon is counted **once per player**, no matter how many of that player's Characters can see it. In order to better visualize which Lanterns are seen, players may place Bidding tokens next to the Lanterns within their line of sight and then remove them before the next player counts theirs.

After this, open the Hong Bao envelope and reveal all Lantern cards from within. The player whose characters saw the most different Lanterns will gain coins from the supply equal to the sum of all coins on the bottom of the revealed Lantern cards. If multiple players are tied for seeing the most Lanterns, then divide the total number of coins from the Hong Bao envelope by the number of tied players (rounding down), and each tied player gains that number of coins.

Equinox scenario

Overview

The Emperor has recently decided that this area of the garden should have four beautifully constructed pagodas built into the corners. Each pagoda requires time and resources to be completed, and the architects have hired workers to gather these resources from nearby areas of the garden. Constructing pagodas is a prestigious task, and each architect must try to construct as many as they can, as high as possible, before the season ends.

Components

4 - Corner Tiles

4 - Lantern Tokens: Move Worker (one per player)

28 - Tracking Tokens

4 - Worker Tokens (1 in each player color)

8 - Decoration Cards (4 kingfisher, and 4 bamboo)

10 - Pagoda Construction Cards

4 - Scenario Player Aids

16 - Pagoda Tokens (4 in each player color)

6 - Kingfisher/Bamboo Decoration Tokens

4 - Worker Boards

Setup

Proceed with the setup steps for the base game, adding to specific steps as explained below:

2. Place 1 Corner tile onto each corner of the board in a random order. The Central tile will not be used, and can be placed back into the box.

4. Shuffle the Pagoda Construction, Kingfisher, and Bamboo Decoration cards into the rest of the Decoration deck.

5. Add the 6 Kingfisher/Bamboo Decoration tokens to the supply along with the other Decoration tokens.

6. Each player replaces the **Move a Character**[02] Lantern token with the **Move Worker**[10] Lantern token on their player board.

6.1 Each player places one Worker board directly above or below their player board, then places the worker in their color onto their Worker board on the right-most icon. The player places one Tracking token onto the 7 indicated icons on their Worker board.

6.2 Each player takes the 4 Pagoda tokens of their color and places them near their board.

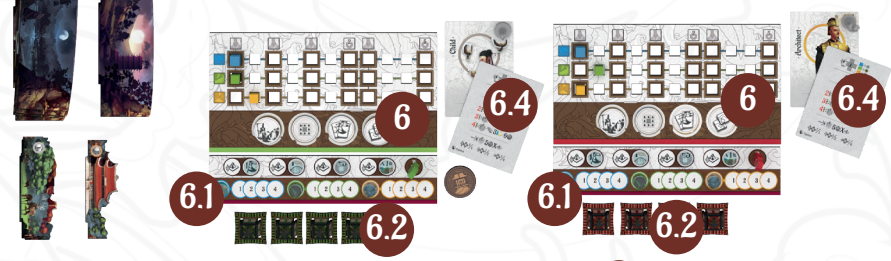
6.3 If playing with fewer than 4 players, place all Pagoda tokens for unused colors near the Decoration tokens in a stack. If there are 2 colors in the decoration area, place them in a stack of alternating colors. These will be referred to as the neutral stack from now on.

6.4 Each player takes one Equinox Player Aid and places it near their board.

9. Place the Landscape tokens in the following pattern on the Garden board.

2 Player

3-4 Player



Gameplay

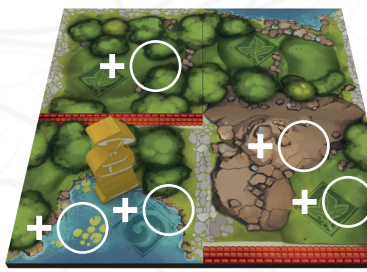
This scenario provides players with two new main action options, bringing the total number of options to 4. These new options let them either gather resources with their worker or spend resources they have gained to construct pagodas in the corners of the garden. At the beginning of the game, the only tiles on the board are in the corners, so the garden will expand inwards, unlike the base game, where it expands out from the center.

Gathering Resources Action

On a player's turn, they may select the **Gathering Resources** new main action option. In order to perform this action, the player's Worker **must** be on their Worker board at the beginning of their turn.

The player selects and places any Garden tile just like the **Build the Garden** main action, but they do not gain any track advancements or coins from it. Instead, they must take their Worker from their Worker board and put it onto the tile that was just placed. The Worker must be positioned so that it does not cover any area or character icons on the tile.

After this, the player will gain resources from the tile the Worker was placed on as well as each **orthogonally** adjacent tile to where the Worker was placed. For **each tile**, they will gain 1 wood if there is greenery terrain, 1 sand if there is water terrain, and 1 stone if there is rock terrain. Players track their gained resources by sliding the matching Tracking token over on the Worker board. There are only 4 spaces on these resource tracks, so players may never have more than 4 of each resource.



In this example, the player placed the bottom left tile and gains 1 wood and 1 sand from that tile. They also gain 2 wood and 1 stone from the orthogonally adjacent tiles next to the placed tile.

Footpaths on these tiles have no impact on the Gather action.

Returning Workers

Workers will remain on the Garden board until they are returned in one of two ways:

- If the active player places a Decoration token **anywhere** on the Garden board, then they may return their Worker back to their Worker board.
- If any player places a Decoration token or Character figure onto the same tile as a Worker, return the Worker to the matching player's Worker board.

Construct Pagoda Action

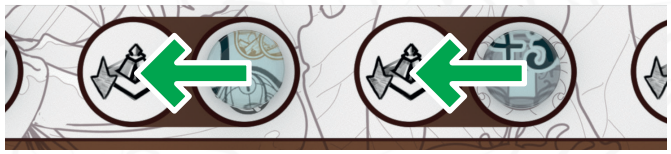
The other new main action option is **Construct a Pagoda**. Players may perform this action to place one of their Pagoda tokens onto any corner tile by paying a number of resources depending on where this new token is placed in the stack:

- **1st Pagoda token - 1 of each resource.**
- **2nd Pagoda token - 2 of each resource.**
- **3rd Pagoda token - 3 of each resource.**
- **4th Pagoda token - 4 of each resource.**

Pagoda tokens of different colors may be present within the same stack.

In this example, the Red player uses a Construct Pagoda Action to place their Pagoda token onto the stack in this corner. Since this is the 3rd Pagoda token in the stack, they must pay 3 of each resource.

Each time a player constructs their first Pagoda token onto a corner tile, they will unlock an ongoing benefit that is shown on the tile. They show this by sliding the Tracking token covering the associated benefit over to the left.

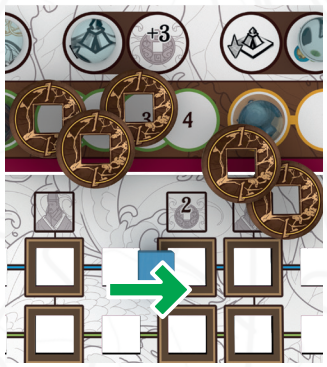


During each Decoration action, draw 1 additional card.

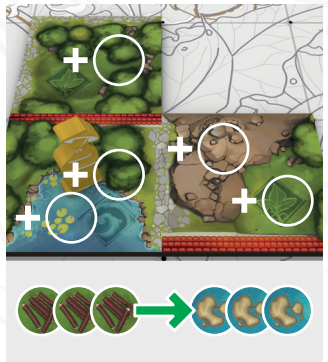
Spend 1 less Landscape token when refreshing a Lantern.

Each time coins are gained from the Player board's advancement tracks, gain 3 more. This does not apply to any Character effects.

While Gathering Resources, a player may swap the gained resources of one terrain type into any other type.



In this example, the player gains 2 + 3 = 5 coins after moving their water element tracker.



In this example, the player uses this benefit to change all of the wood they gathered with this action into sand.

After each Pagoda token is constructed, the player will potentially gain level rewards. The reward gained depends on what position the new pagoda token is in, within the stack, and increases as the Pagoda becomes higher:

1st Pagoda token - no reward

2nd Pagoda token - 2 coins or 1 advancement on any track.

3rd Pagoda token - 4 coins or 2 advancements on any **one** track.

4th Pagoda token - 6 coins or 3 advancements on any **one** track.

Pagoda Construction Cards

Within the Decoration deck, there are 10 new Pagoda Construction cards that may be found. Each time a Pagoda Construction card is drawn during any player's Decoration actions, they should immediately place it face-up on the table and draw a new Decoration card to replace it. If multiple Pagoda Construction cards are drawn, continue to place them on the table and draw until only non-Pagoda Construction cards are in hand.

For each revealed Pagoda Construction card, if there are fewer than 4 players in the game, take the topmost Pagoda token from the neutral stack and place it onto the lowest Pagoda stack on the Garden board. If there are multiple Pagoda stacks of the same height, then place them on top of the tied stack that is closest in clockwise order to the corner with Tao tiles. If all Neutral Pagoda tokens have been placed, then ignore any placements from future Pagoda Construction cards.

Next, for each revealed Pagoda Construction card, every player may gain 1 resource of their choice. These gained resources may each be the same or different type, depending on what the players want. Players gain this benefit even if no Pagoda tokens were placed due to the Neutral stack being exhausted.

Endgame Scoring

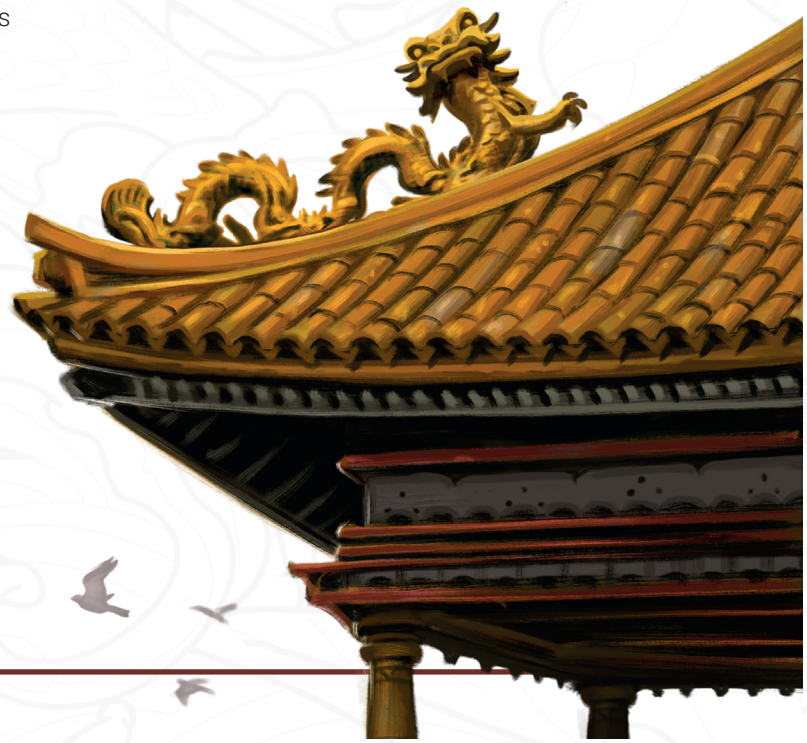
In addition to the base game scoring, players will also score each Pagoda stack on the Garden board. Each Pagoda stack's value is equal to the number of Pagoda tokens times 5. Each player should count the number of **their** Pagoda tokens in the stack, and then players are ranked from most tokens to least. Ties are broken by the tied player who has the highest Pagoda token in the stack.

If there are one or more non-player color Pagoda tokens, count the number of those color tokens and rank the non-player color accordingly. This means there may be multiple non-players who are ranked within a single Pagoda stack.

Each player gains coins:

- 1st place - Coins equal to the stack's total value.
- 2nd place - Coins equal to half the stack's value, rounded down.
- 3rd place - Coins equal to a quarter of the stack's value, rounded down.
- No coins are awarded to the 4th player.
- If non-player tokens gain a ranking, those coins are not awarded, and the next player in rank order will gain coins according to their rank.

This Pagoda stack is worth a total of 20 points. Both Green and Blue are tied for the majority, but Green wins the tie-breaker as they have a higher Pagoda token in the stack than Blue. Green gains 20 coins, and Blue gains 10.



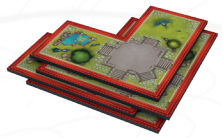
Solstice scenario

Overview

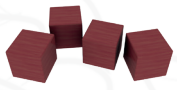
The architects have mastered the art of creating beautiful gardens and now seek a new challenge. Their expertise gives them access to a broad range of powerful tools, and they must use all of their skills as they compete to craft the best garden the Emperor has ever seen!

Components

20 - Lantern Tokens



4 - Pagoda Storage Tiles



4 - Red Cubes

16 - Pagoda Tokens (4 in each player color)

4 - Objective Scoring Boards

4 - Solstice Player Boards

36 - Tracking Tokens

4 - Scenario Player Aids

Setup

Proceed with the setup steps for the base game, adding to specific steps as explained below:

4. After shuffling and placing the Decoration deck, reveal two rows of cards face-up.

The first row will have 4 face-up cards.

The second row will have 3 face-up cards.

5. For each player in the game, place all 4 matching Pagoda tokens near the Decoration tokens.

6. Ignore all base game rules for this step and replace them with the following:

6.1 Each player will take 1 Solstice Player board and place it in front of them. The base game Player boards will not be used. After this, they must place 1 Pagoda Storage tile next to the top-left corner of their Player board. Then they will place a red, blue, green, and yellow cube onto the leftmost locations of the matching tracks on their Solstice Player board.

6.2 Each player will place 1 Objectives Scoring board directly under their Solstice Player board. Below this, they will place 9 Tracking tokens, each associated with one column of the Objective Scoring board.

6.3 Perform the following steps in order:

- Each player places a **Draw 3 additional Decoration cards**[05] and **Double Tile placement**[03] Lantern token on their Solstice Player board.
- One player randomly selects 3 different Lantern tokens from all of the Lantern token options within this expansion and the base game (excluding the **Move Worker**[10] Lantern).
- All players take Lantern tokens that match the 3 randomly taken and place them onto their Solstice Player board.

Gameplay

This scenario provides players with extra flexibility when choosing decorations, as well as numerous new ways to score coins once the game has ended.

Decoration Action Modification

Each time a player performs a Decoration action, they might be able to choose a face-up Decoration card instead of drawing randomly from the deck:

- If the player is able to draw 2 cards, then the player must draw 2 random cards from the deck.
- If the player is able to draw 3 cards, then they may choose 1 card from the row of 3 Decoration cards, or they may draw 3 random cards from the deck.
- If the player is able to draw 4 or more cards, then they may choose 1 card from either the row of 3 or 4 Decoration cards, or they may draw 4 random cards from the deck.

After drawing a face-up card, draw a new card from the top of the deck and place it face-up where the previous card was taken.

Solstice Player Board

The Solstice Player boards provide more bonuses and challenges to the players than the base game boards. Players have more Lantern tokens to utilize and an additional advancement track with powerful effects.

Advancement Tracks

There is a new red track at the top of the Solstice Player boards. Each time a player encloses any type of terrain on the Garden board, they may choose to advance on the matching terrain track or the red track.

Red Track Bonuses

Gain any **non-red** advancement.

Influence another character on this turn or a future turn.

Refresh one Lantern token. This bonus must be used immediately, it cannot be saved for later in the game.

Gain 1 Pagoda token matching the player's color.

Gain the indicated number of coins.

Green, Blue, and Yellow Track Bonuses

These bonuses follow the base game rules with the following additions:

Each time **any tracker** reaches or exceeds this column, the player gains one **non-red** advancement.

Once **all 3 non-red** trackers have reached or exceeded this column, the player immediately performs a bonus Decoration action. The value of this Decoration action is assigned as normal by checking the number of flipped tiles on the Garden board.

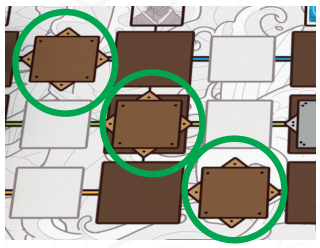
Once **all 3 non-red** trackers have reached or exceeded this column, the player advances their red tracker once to the right and gains the associated bonus.

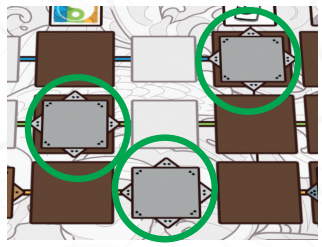
Gaining Pagoda Tokens

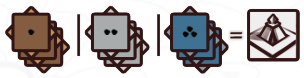
Players will have up to 4 opportunities to gain Pagoda tokens, all of which come from bonuses on their advancement tracks. Each time they gain this bonus, they will take one Pagoda token of their color from the supply and place it onto their Pagoda Storage tile next to their board for endgame scoring. This symbol is only found on the Solstice Player boards.

- Once their red tracker reaches the 6th spot, they gain a Pagoda token.

- Each time a player has their non-red trackers all on the same matching color spots (brown, gray, or blue) on the tracks, they will gain 1 Pagoda token from the supply. Any tracker that is to the right of a color spot does not count as being on the color spot.







Objectives Scoring board

Below each player's board, there is a Scoring board that has 9 conditions listed along the top, along with 9 matching endgame scoring bonuses listed along the bottom.

Each time a player meets any condition that has a Tracker token under it, they slide that token up to the top of the column. After this, every other player must remove their Tracker token that is associated with the same column on their Scoring board.This means each column can only be scored by a single player.

1. **Condition:** Have placed 2 Characters in the garden. **Endgame Scoring:** Gain 3 coins for each Character miniature within the line of sight of your Characters.
2. **Condition:** Have 3 or more Peony/Lotus Decoration cards. **Endgame Scoring:** Gain 3 coins for each flower token within the line of sight of your Characters.
3. **Condition:** Have 3 or more Fish/Bird Decoration cards. **Endgame Scoring:** Gain 3 coins for each animal token within the line of sight of your Characters.
4. **Condition:** Have 4 or more Tree Decoration cards. **Endgame Scoring:** Gain 2 coins for each tree token within the line of sight of your Characters.
5. **Condition:** Have 2 or more Bridge Decoration cards. **Endgame Scoring:** Gain 4 coins for each bridge token within the line of sight of your Characters.
6. **Condition:** Gain 2 or more Pagoda tokens. **Endgame Scoring:** Gain 3 coins for each pagoda near your player board.
7. **Condition:** Currently possess 5 or more Landscape tokens. They can be a mixture of both types. **Endgame Scoring:** Gain 2 coins for every Landscape token the player still has.
8. **Condition:** Have reached or exceeded this column on the player board with at least 1 non-red cube tracker. **Endgame Scoring:** Gain 1 coin for each advancement made by the player's leftmost **non-red** cube tracker.
9. **Condition:** Currently possess 15 or more coins. **Endgame Scoring:** Gain 1 coin for every 10 coins the player has.

Endgame Scoring

1/2/3/4 → 2/5/10/20

In addition to the base game scoring, players will gain coins for the following:

- Each player gains 2, 5, 10, or 20 coins if they have gained 1, 2, 3, or 4 Pagoda tokens.
- Each player scores coins for every column on their Scoring board with a Tracking token in the top location. The bottom scoring icons are explained above in the Objectives Scoring board section.

Garden Promenade scenario

Overview

The Emperor has decreed that this garden must be protected by a magnificent wall along all of its sides. As the architects expand the perimeter wall, they will gain rewards straight from the Emperor as thanks for ensuring this precious garden's protection.

Components

16 - Wall Tiles

4 - Lantern Tokens: Neglect Character Spot

4 - Wall Corner Tiles

4 - Scenario Player Aids

6 - Kingfisher/Bamboo Decoration Tokens

8 - Decoration Cards (4 kingfisher, and 4 bamboo)

Setup

Proceed with the setup steps for the base game, adding to specific steps as explained below:

2. Place 1 Wall Corner tile onto each corner of the board in a random order.

3. Shuffle the Wall tiles, Landscape icon face-up, and place them as a stack near the board. Take the top two Wall tiles from the stack and place them next to the stack so that there are three Wall tiles, with their Landscape icon face-up, visible to all players.

4. Shuffle the Kingfisher and Bamboo Decoration cards into the rest of the Decoration deck.

5. Add the 6 Kingfisher/Bamboo Decoration tokens to the supply along with the other Decoration tokens.

6. Each player places their **Move a Character**[02] token back in the box and replaces them with a **Neglect Character Spot**[06] Lantern token.

9. Place the Landscape tokens in the following pattern on the Garden board.

Gameplay

This scenario has the players collectively building a wall around the perimeter of the Garden board. This wall will be expanded each time a player takes any Landscape token. Use all of the base game rules, along with the following additions:

Expanding the Wall

Immediately after taking any Landscape token, the active player must take any of the three available Wall tiles next to the board and place it onto an empty space along the perimeter of the garden. The new Wall tile must be placed adjacent to a previously placed Wall tile or one of the Wall Corner tiles that were placed during setup. After placing a tile, make sure there are once again three Wall tiles available by potentially taking one from the top of the stack and placing it next to the others.

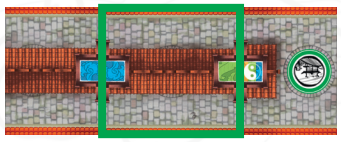
As the new Wall tile is added to the garden it can be placed with either the Landscape icon face-up or facedown. This will affect what the player will do next:

- **Landscape Icon Face-up**

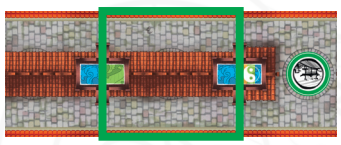
  Nothing happens.

- **Landscape Icon Facedown**

  For each edge of the newly placed tile, check to see if the icon on the newly placed tile matches the icon on the previously placed Wall tile. If one is a wild icon and the other isn't, then this is considered to be a matching set of the non-wild icon. If both show wild icons, then this is considered to be a matching set of any one element type of the player's choice. For each matching icon set, the player immediately gains the benefit of those icons once. This will allow them to advance the indicated element cube on their Player board.

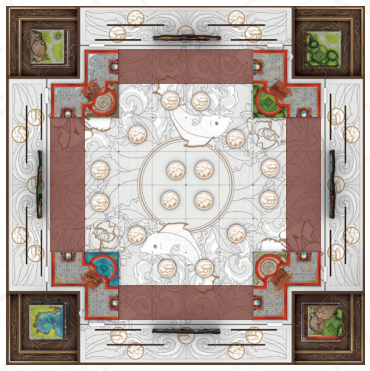


In this example, the middle tile has just been placed. The player gains 1 water element advancement from the matching blue icons on the left. They also gain 1 greenery element advancement from the green and wild icons on the right.



In this example, the middle tile has just been placed. The player does not gain any benefit from the icons on the left because they do not match. They do gain 1 water element advancement for the blue icon next to a wild icon on the right.

Build the Garden



There is a new restriction when building tiles into the garden. Players are not allowed to place garden tiles onto any empty spaces along the perimeter of the garden. These spaces are reserved for Wall tile placement.

The rules for placing two or more matching path edges have changed. When playing with this scenario, the player will either gain two coins or may place a single Wall tile by following the corresponding wall placement rules.

Lanterns

When using **Neglect Character Spot**[06] Lantern token, a player may place a Character onto a Wall tile as long as it is empty and there is no Landscape symbol showing on that tile.

Endgame Scoring

If the wall is ever completed, forming a full loop around the perimeter of the garden board, then this will trigger the end of the game. All base game endgame triggers are also in effect, and play will continue after the endgame has been triggered until all players have taken the same number of turns.

Placed Characters will potentially score for face-up Landscape icons on Wall tiles that are within their **line of sight**. All Landscape icons on Wall tiles are considered to be part of the landscape on this edge of the board and are seen by all Characters looking in this direction. The Characters **do not** need to be in that Wall tile's row/column.

Market scenario

Overview

The traveling merchant has just arrived in town, and they've offered their services to the Emperor. With the Merchant's help, the architects will have more construction options than ever before!

Components

4 - Market Tiles

8 - Decoration Cards (4 kingfisher, and 4 bamboo)

4 - Lantern tokens: Combo Action (one per player)

6 - Kingfisher/Bamboo Decoration Tokens

Gameplay

In this scenario, the players have more Garden Tile and Decoration card options to choose from. It also adds a traveling Merchant who will help the players with refilling these tiles and cards.

Build the Garden Action

Instead of taking a Garden tile from a corner stack, players must take a face-up Garden tile from a Market tile.

Garden tiles are placed adjacent to previous Garden tiles or any Market tile in the corners.

Refilling Market Tiles

The base game rules for flipping Garden tiles are not used in this scenario.

As a free action, the active player may choose one of the following three ways to refill Garden tiles and Decoration cards:

- **Pay 0 Coins** - Discard the Decoration card on the Market tile with the Merchant miniature. Draw one Decoration card from the deck and place it face-up on that Market tile. Refill any empty Garden tile spots on that Market tile with new face-up Garden tiles from the closest corner stack. Then move the Merchant miniature to the next Market tile character spot in the clockwise direction.
- **Pay 1 Coin** - Discard the Decoration card on any Market tile without the Merchant miniature. Draw one Decoration card from the deck and place it face-up on that Market tile. Refill any empty Garden tile spots on that Market tile with new face-up Garden tiles from the closest corner stack.
- **Pay 2 Coins** - Discard the Decoration cards on all Market tiles. Draw four Decoration cards from the deck and place one of them face-up onto each Market tile. No Garden tiles are refreshed with this option.

Setup

Proceed with the setup steps for the base game, adding to specific steps as explained below:

2. Place 1 Market tile next to each corner of the board so that the element closest to the center of the board on the Market tile matches the back of the Garden tiles in that corner. Ensure the side showing a die icon is facedown. The Central tile will not be used,and can be placed back into the box

3. Place two face-up tiles from each corner stack onto the Market tile closest to them. Do not flip the top Garden tile of each stack face-up.

4. Shuffle the Kingfisher and Bamboo Decoration cards into the rest of the Decoration deck.

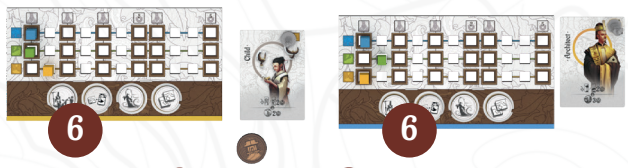
Then, draw and place one Decoration card face-up onto each of the four Market tiles on the card spot.

5. Add the 6 Kingfisher/Bamboo Decoration tokens to the supply along with the other Decoration tokens.

6. Each player places their **Double Decoration**[01] token back in the box and replaces them with a **Combo Action**[07] Lantern token.

7. Before dealing starting character cards, remove the Merchant card from the game. Then place the Merchant miniature on the Character spot of the Market tile next to the Tao Garden tiles corner.

9. Place the Landscape tokens in the following pattern on the Garden board.



Endgame Scoring

This module does not change the end-game triggers or final scoring.

Glossary

Overview

This section details the wide variety of options that can be added to Tang Garden without following specific scenarios.

Dragons

The Dragon tokens are primarily used in the Winter scenario. They may be used without the Winter scenario by placing one into each player's area during setup.

Dragon tokens may be used to reserve Decorations following the **Reserving a Decoration with a Dragon** rules found on page 30. When using Dragon tokens without the Winter scenario, each Dragon may only reserve a Decoration card once per game.

Leaves

Leaves are primarily used in the Autumn scenarios. They may be used without an Autumn scenario by following Step 11 of the Autumn Multiplayer scenario setup procedure on page 27. Each player gains 1 Scoring bag for storing their Leaf tokens. Players will gain all leaves they cover with Garden tiles. During final scoring, the player with the most of each Leaf color will gain coins equal to the number of Leaf tokens they have of that color. If players tie for the most, then all tied players gain the full amount of coins for that majority.

Note: It's strongly recommended that the Painter Character card be shuffled into the Character deck when playing with Leaves.

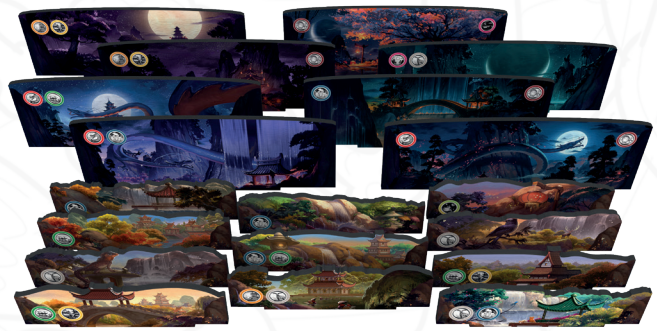
Objective Scoring Boards

The Scoring boards are primarily used in the Solstice scenario. They may be used without the Solstice scenario as long as the 6th and 8th objectives are ignored (don't place a Tracking token under either of them).

Autumn Player Boards

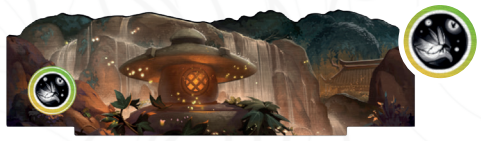
The Autumn player boards are used primarily in the Autumn Multiplayer scenario. They may be used outside the Autumn scenario by giving each player one Autumn board which is placed above the standard player board during setup. The Autumn player boards have an identical side and an asymmetric side. **All players** must choose the same side. Players then place 1 Red tracker cube onto the starting position on the Autumn board depending on player count. Each time a player encloses a region they may either take the enclosure bonus as normal or they may advance their Red element tracker once and gain the benefit shown above. More information can be found in the Autumn Multiplayer scenario section on page 27.

Nocturnal Landscape Tiles



Seasons brings 21 new Landscape tiles along with new symbols. These Nocturnal Landscape tiles replace the base game Landscape tiles and must all be used together as a group. Golden Age and Ghost Stories Landscape tiles may be added to the Nocturnal Landscape tiles. Lantern icons on Landscape tiles are ignored unless the Flying Lantern Decoration cards are also incorporated into the game.

Fireflies



Give 3 coins for each Character 3 or fewer spaces away from it.

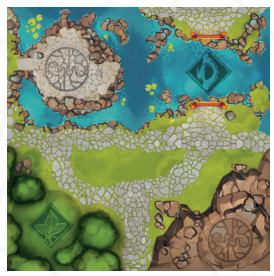
Fireworks

Give 3 coins for each Character 6 or more spaces away from it.

Phoenix

Acts as any other Landscape icon symbol of your choice.

Summer Central Tile



The Summer Central tile is primarily used in the Summer scenario. It may be used without the Summer scenario by replacing the base game Central tile with the Summer Central tile.

Characters with restrictions

The following Characters may
have restrictions to be used only in certain scenarios.

VANQUISHER OF GHOSTS

Character Skill: Gain a coin every time any player (including the player with this card) places a Nocturnal Landscape tile with a Lantern icon or places a Lantern Decoration on the board.

Sight Preference: 3 coins for each Lantern icon found on each of the 4 Landscape sections, to a maximum of 12 coins.

Restriction: This Character may only be used in the Spring scenario.

PAINTER

Character Skill: Gain one coin every time the controlling player removes a Leaf token for a donation or personal scoring.

Sight Preference: During final scoring, before resolving Leaf scoring, the controlling player may remove up to 2 Leaf tokens, if any, from the Garden board and immediately add them to their Scoring bag.

Restriction: The Painter Character may only be used when playing either of the Autumn scenarios, or when playing with the Leaf tokens as a separate module (explained on page 39).

COUNSELOR

Character Skill: Gain 1 coin each time the controlling player places a Roof tile onto the Roof Area's perimeter, and 2 coins each time they place a Roof tile onto the Roof Area's central spots.

Sight Preference: During endgame scoring, gain 3 coins, plus 2 more for each Roof tile in their line of sight. The corners of the Roof Area do not count for the Counselor's endgame scoring.

Restriction: This Character can only be used when playing the Winter scenario.

Characters without restrictions

The following Characters may
be freely added into any play of the game.

ACTRESS

Character Skill: Along with the Actress card and miniature, the player must also take the **Neglect Character spot**[06] Lantern token into their area. This Lantern token is placed next to their other Lantern tokens.

• This token may be refreshed in the same way as other Lantern tokens.

• The player loses this Lantern token the moment the Actress miniature is placed into the garden, even if the token has not been used yet.

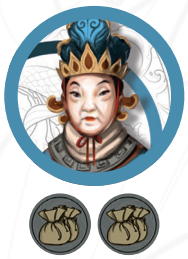
• The player may use this Lantern token to place the Actress miniature in any empty tile before discarding the Lantern token.

Sight Preference: Gain 5 coins, plus 2 coins for each other Character that has line of sight towards the Actress.

ASTRONOMER

Character Skill: Each time any player places a Character spot either by placing a tile, a pavilion/viewpoint, or a bridge, the Astronomer's controlling player gains 1 coin.

Sight Preference: Gain 9 coins if there is a Moon Landscape icon within their line of sight. Lose 1 coin for each tile with a wall within their line of sight.



DIPLOMAT

Character Skill: Place 2 tokens next to the Diplomat. Each time any other player places a Garden tile, the controlling player may discard one of these tokens to also gain all tile placement bonuses from the recently placed tile (element track advancements, coins, etc).

Sight Preference: Gain 6 coins if the Diplomat is in the garden. Lose 4 coins if the Diplomat is not in the garden.

WARRIOR

Character Skill: Gain 1 coin every time the controlling player places a tile that touches two or more different tiles.

Sight Preference: Gain 7 coins + 2 coins for each empty tile spot on the Garden board.

COWHERDER

Character Skill: Each time the controlling player gains a Landscape token, they may pay 1 coin to the bank in order to search through the Landscape tile stack and take any of their choice.

Sight Preference: Gain 4 coins for each pair of animal and waterfall icons they see within their line of sight.

GENERAL

Character Skill: The outer edge of the Garden board acts as a wall for the purpose of tile placement bonuses for the controlling player.

Sight Preference: Gain 2 coins for each tile **without** Decorations on them within the line of sight.

VIOLA & MICHELE

Character Skill: Each time the controlling player gains a Decoration card they already have, they gain 2 coins.

Sight Preference: This Character has a line of sight in three different directions of the controlling player's choice. They also gain 6 coins.

WEAVER

Character Skill: Gain 2 coins every time that player takes a Decoration card with at least one element advancement bonus.

Sight Preference: Gain 2 coins for each Decoration on the 8 tiles surrounding the Weaver (10 coins maximum).

Lantern Tokens

The following Lantern tokens are used in multiple Seasons scenarios but may also be used with the base game by themselves. The players may choose different types of Lantern tokens from the 4 base game tokens and the following 5 expansion tokens. Ensure that all players use the same set of Lantern tokens and that the number picked matches the number of Lantern spots on the player boards.

05 Draw 3 additional Decoration cards
Use this Lantern token to draw 3 additional cards during your **Place a Decoration** action.

06 Neglect Character Spot
Use this Lantern token while placing a Character onto the Garden board in order to place that Character onto **any empty tile** (without Decorations or Characters on it). The chosen tile does not need to have any symbols on it.

GARDEN PROMENADE SCENARIO
When using this Lantern token, a player may place a Character onto a Wall tile as long as it is empty and there is no Landscape symbol showing on that tile.

07 Combo Action
Use this Lantern token to perform **Build the Garden** and **Place a Decoration** main actions on the same turn (in any order).

08 Reserve Tile
Use this Lantern token to reserve a face-up Garden tile. The tile is placed near the player board and may be used by the player for a future **Build the Garden** main action.

09 Copy a Lantern Token
Use this Lantern token to copy the effects of any other active Lantern token on the player's board.

10 Move Worker
CAN ONLY USED IN EQUINOX SCENARIO.
After placing their worker onto a tile during a Gather action, the player may flip this Lantern token over to move that worker to any orthogonally or diagonally adjacent tiles **before** gathering any resources. The worker may not be moved onto a tile that has any Decoration tokens on it but may be moved to a tile with another worker (which would return that worker back to the matching player).

Base Game Lantern Tokens

01 Double Decoration

02 Move a Character

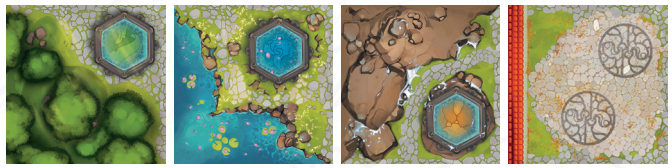
03 Double Tile placement

04 Select Character/Landscape

Expansion Garden Tiles

The following tiles may be freely added to the Garden tile stacks as long as there are never more than 16 tiles in each stack at the start of the game. The tiles do not need to be added as sets, they may be individually added from multiple categories.

Fountains

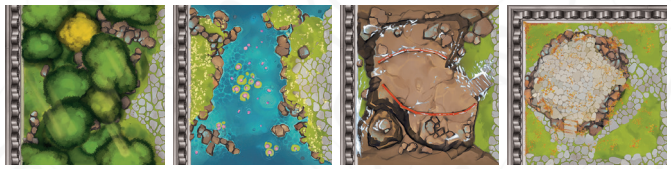


These tiles either provide an immediate element advancement of the indicated type for the player who places them, or they provide two spots for Character placement.

Golden Walls

Whenever a Golden Wall tile is placed, the player gains 1 coin per Golden Wall edge that is next to another tile. Whenever a Garden tile is placed adjacent to the Golden Wall edge of these tiles, that player gains 1 coin.

Silver Walls



These tiles have no extra effects when placed. During final scoring, each player will lose 1 coin for every Silver Wall each of their Characters see.

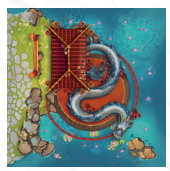
Tao Fountains

These tiles immediately provide 1 element advancement of the player's choice to the player who places them.

Observation Point

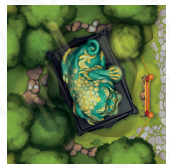
When placed, put 1 coin on every empty Landscape tile spot along the side of the board that the telescope is pointing towards. Each time a player places a Landscape tile on a spot with a coin, they gain that coin.

Theatre

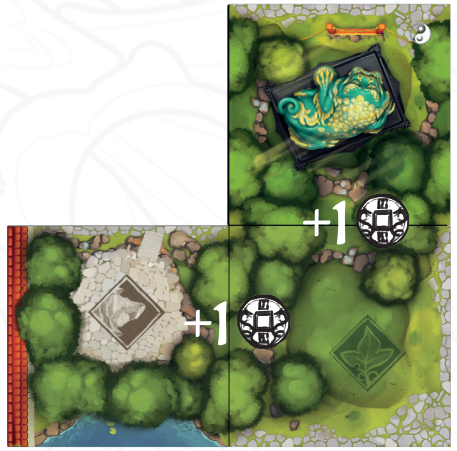


This tile has no extra effect when placed. During final scoring, each Character that sees the Theatre tile will give their player 2 coins.

Lion Statue



Players will gain 1 coin each time they place a Garden tile that extends a greenery area that connects back to the Lion Statue tile. Players potentially gain coins according to the base game rules if the Lion Statue is placed adjacent to footpaths.



Koi Fountain

Players will gain 1 coin each time they place a Garden tile that extends a footpath that connects back to the Koi Fountain tile. Players potentially gain coins according to the base game rules if the Koi Fountain is placed adjacent to footpaths.

Decorations

Bamboo & Kingfisher

The Bamboo and Kingfisher Decorations may be used with or without any scenario, except for Summer and Autumn Solo. They may be added to the game by shuffling their cards into the Decoration deck and adding their Decoration tokens to the others. Bamboo & Kingfisher must always be added together and not split apart.

The Bamboo and Kingfisher Decorations can be placed on either water or greenery area icons. The Decoration tokens for these are double-sided, so they can be flipped to the correct side before being placed onto a Garden tile.

Each Bamboo card counts as peonies **or** lotus icon for endgame scoring. Each Kingfisher card counts as a fish **or** bird icon for endgame scoring. This means that a pair of Kingfishers/Bamboo tokens can score 6 points, with each token counting as the opposite type.

Viewpoints

Viewpoint Decorations may be used with or without any scenario, except Autumn Solo. Viewpoint Decorations replace all Pavilion Decorations. When using Viewpoints, return all Pavilion cards and decorations to the box and add the Viewpoint cards and decorations to the game. During final scoring, each player gains coins depending on the number of Viewpoint Decoration cards they have:

- **One card: 4 coins**
- **Two cards: 7 coins**
- **Three cards: 9 coins**
- **Four cards: 10 coins**

The Viewpoints count as Pavilions for the Architect character skill and sight preference.

Flying lanterns

The Lantern cards and Decorations are used primarily with the Spring scenario. They may be used with any scenario, except for Summer and Autumn Solo. To use the Flying Lanterns, shuffle the 11 Lantern Decoration cards into the Decorations deck, add the 6 Flying Lantern tokens to the Decorations supply, and place the Hong Bao envelope nearby. Each time a player chooses a Lantern card, they place it within the Hong Bao envelope, without looking at any other Lantern cards within the envelope. They then place one Lantern Decoration onto any empty Rock, Greenery, or Water area on any Garden tile. They will then gain 1 coin, and 1 advancement on the track indicated on the card. During final scoring, the player whose Characters see the most unique Lantern Decorations will gain coins equal to the bottom value of all Lantern cards within the Hong Bao envelope. If there is a tie, then divide the Hong Bao coins by the number of tied players, rounding down, and each tied player gains that number of coins.

Decorations Set

Each of the following sets of Decorations may be added to any game of Tang Garden, except when playing the Summer or Autumn Solo scenarios. Shuffle the indicated Decoration cards into the Decoration deck and place the indicated Decorations into the Decorations supply. Adding more than one Decoration Set is not recommended.

It is strongly recommended that the Bamboo and Kingfisher be added when playing with any Decoration Sets.

Bush

3 x Hortensia cards & 2 x tokens

3 x Myrthe cards & 2 x tokens

3 x Osmanthus cards & 2 x tokens

3 x Photinia cards & 2 x tokens

Hortensia: Gain 2 coins at the end of the game.

The other three are bound to how much you have advanced in the different tracks on your player board corresponding to the other cubes on your board. Either 2 coins or 5 coins if you meet the requirements.

Osmanthus: Gain 5 coins if the player's water tracker is equal to or farther than their other trackers, otherwise gain 2 coins.

Myrthe: Gain 5 coins if the player's greenery tracker is equal to or farther than their other trackers, otherwise gain 2 coins.

Photinia: Gain 5 coins if the player's rock tracker is equal to or farther than their other trackers, otherwise gain 2 coins.

Insects

3 x Dragonfly cards & 2 x tokens

3 x Planthopper cards & 2 x tokens

3 x Ladybug cards & 2 x tokens

3 x Caterpillar cards & 2 x tokens

Dragonfly: Gain 1 coin for each card placed in water in your collection, including this one (6 coins maximum).

Ladybug: Gain 1 coin for each card placed in greenery in your collection, including this one (6 coins maximum).

Planthopper: Gain 1 coin for each card placed in rock in your collection, including this one (6 coins maximum).

Caterpillar: Gain 1 coin for each card with an advancement symbol in your collection, including this one (6 coins maximum).

Nature

3 x Ginko Tree cards & 2 x tokens

3 x Water Lilly cards & 2 x tokens

3 x Squirrel cards & 2 x tokens

Ginkgo Tree: Gain 1 coin for each pair of tree decorations in the garden during final scoring. The trees do not have to be the same type to make a scoring pair.

Water Lilly: Gain 1 coin for each flower in the garden not including this one (6 coins maximum).

Squirrel: Gain 1 coin for each animal in the garden not including this one (6 coins maximum).

Pagodas

9 x Pagoda cards & 16 Tokens (4 in each player color)

The Pagoda tokens are used primarily in the Equinox and Solstice scenarios. They may be used without these scenarios by shuffling the 9 Pagoda cards into the Decoration deck and giving each player the 4 Pagoda tokens in their color during setup. When a player selects a Pagoda Decoration card, they must place one of their Pagoda tokens onto any open rock icon or any stack of 1 to 3 Pagoda tokens already on the board. During final scoring, each Pagoda token stack will be scored. Players will gain coins equal to the number of their Pagoda tokens within the stack times the number of all Pagoda tokens within the stack. Example: If a player has 2 of their Pagoda tokens in a stack that is 4 Pagoda tokens high, they will gain 2 x 4 = 8 coins.

Expert Characters

The Expert Characters are upgraded versions of the starting Characters from the base game. All of the base game Character cards will be used alongside the Expert Character cards. Expert Characters may be used with any scenarios, except for Summer and Autumn Solo.

Setup

In order to use them, perform the following modification during the base game setup procedure:

7. All 12 of the base game Character cards are considered to be Starting Character cards. Shuffle all the Starting Character cards and deal 2 to each player. Players simultaneously choose 1 of these Character cards and place it face-up in front of them, and then shuffle the unchosen Character cards back into the deck. Players do not gain any elemental advancements from the icon that might be in the top right corner of their Starting Character card. Each player must now find the Expert Character card which matches their chosen Starting Character card and set it aside, near their Player board.

Gameplay

When a player gains a new Character card, instead of gaining one from the market they may upgrade their Starting Character card to its Expert version. To do this they remove that Starting Character card from the game and replace it with the matching Expert Character card and then gain access to their listed effects.

EXPERT ARCHITECT

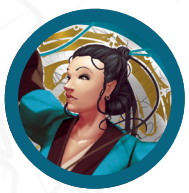
Character Skill: Gain 2 coins each time their controlling player places a Construction icon on a Landscape tile or places a Bridge or Pavilion Decoration into the Garden.

Sight Preference: Gain 1 coin for each Bridge or decoration on Garden tiles within the Architect's line of sight. Gain 3 coins for each Construction icon on Landscape tiles within the Architect's line of sight.

EXPERT CHILD

Character Skill: Gain 2 coins each time their controlling player places an Animal Decoration into the Garden and/or for each Animal symbol on any Landscape tiles placed.

Sight Preference: Gain 1 coin for each Animal Decoration on Garden tiles within the Child's line of sight. Gain 3 coins for each Animal icon on Landscape tiles within the Child's line of sight.



EXPERT SWORD DANCER

Character Skill: Gain 2 coins each time their controlling player takes a Landscape token from the garden board.

Sight Preference: Gain 5 coins for each Waterfall icon within the Character's line of sight.

EXPERT OFFICER

Character Skill: At the start of each turn, their controlling player may perform one of the following two options once for free:

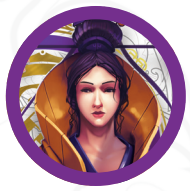
- Reveal any face-down Garden tile on any corner stack of the Garden board.
- Hide any face-up Garden tile on any corner stack of the Garden board by flipping it over and leaving it on top of the stack.

Sight Preference: Gain 1 coin for each Landscape icon within the Officer's line of sight. Gain 3 additional coins for each unique Landscape icon within the Officer's line of sight.

EXPERT EMPEROR

Character Skill: The player controlling the Emperor gains 1 Supervisor token. At any time, the player may place the Supervisor onto any empty Character spot on a placed Garden tile. Each time any Garden tile or Decoration is placed by any player onto a surrounding location (8 possible spaces) to the Supervisor, the player controlling the Emperor gains 2 coins. Once the Emperor miniature is placed onto the Garden board, the Supervisor must be removed. The Emperor may be placed on the Character spot where the Supervisor token was.

Sight Preference: Gain 6 coins for each Dragon Landscape symbol within the Emperor's line of sight. Gain an additional 8 coins if the Lady is within the Emperor's line of sight.



EXPERT EMPRESS

Character Skill: Their controlling player gains 3 coins each time they place a lotus or a peony flower decoration.

Sight Preference: Gain 15 coins. Gain 3 more coins for each Emperor or Lady Character miniatures within the Empress' line of sight.

EXPERT MERCHANT

Character Skill: Each time any player discards Decoration cards, they instead give those cards to the player controlling the Expert Merchant who puts them aside into a stack. Each time the Expert Merchant controlling player gains Decoration cards, they may place one from their stack instead of taking from the main supply. If this option is performed, then all remaining Decoration cards in the Expert Merchant's stack must be discarded.

Sight Preference: For each Village icon the Expert Merchant sees, their controlling player may gain and place 1 Decoration card of their choice from the decoration deck or discard pile.

EXPERT MONK

Character Skill: Their controlling player gains 2 coins each time they advance their left-most element tracker (gain coins even if element trackers are tied for the left-most position).

Sight Preference: Gain 5 coins for each side of the board with at least one Temple icon on a Landscape tile.

EXPERT HERMIT, EXPERT POET, & EXPERT STUDENT

Each of these cards have the same effect, relating to different elements which are shown on the cards.

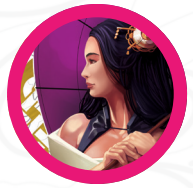
Character Skill: Gain 2 coins each time their controlling player advances one or more spaces on the indicated track. Advancing two spaces with the same tile will still give two coins.

Sight Preference: Gain 3 coins (no maximum) for each Garden tile in the Character's line of sight with the indicated area (Hermit: Rocks, Poet: Water, Student: Greenery).

EXPERT LADY

Character Skill: The controlling player may place Decorations onto tiles that have no Decorations or Characters, even if the tile does not have the matching placement symbol.

Sight Preference: Gain 7 coins for each Moon or Sun icon within the Lady's line of sight. Gain an additional 6 coins if the Emperor is within the Lady's line of sight.



Tang Garden

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Illustrator: Mateusz Mizak
Publisher: ThunderGryph Games
PM and Art Direction: Gonzalo Aguirre Bisi
Game Editor: Pierpaolo Paoletti
Rules Proofing: Keith Matejka
Graphic Design: Daniel Tosco, Gui Gandalf.
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Thanks to the Support of: Cristina Bisi, Luis González.

Tang Garden
Golden Age

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Tang Garden
Ghost Stories

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Tang Garden
seasons

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THUNDERGRYPH GAMES

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